

<div> <div>Aerie Auxiliary</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Bird Soldier</div> <div> <div>Flying</div> <div>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>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Aether Revolt</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Revolt -- As long as a permanent left the battlefield under your control this turn, if a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. Whenever you get one or more {E}, this enchantment deals that much damage to any target.</div> <div>[sideboard]</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Ajani, Nacatl Pariah</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Legendary Creature -- Cat Warrior</div> <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>1/2</div> </div> <div> <div>----- BACK FACE -----</div> <div> <div>Ajani, Nacatl Avenger</div> <div> <div>Legendary Planeswalker -- Ajani</div> <div> <div>[+2]: Put a +1/+1 counter on each Cat you control.</div> <div>[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.</div> <div>[-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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div>	<div> <div>Amped Raptor</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>First strike</div> <div>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>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Boggart Trawler</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Goblin</div> <div> <div>When this creature enters, exile target player's graveyard.</div> <div>[sideboard]</div> <div>3/1</div> </div> <div> <div>----- BACK FACE -----</div> <div> <div>Boggart Bog</div> <div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> </div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Distinguished Conjurer</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Whenever another creature you control enters, you gain 1 life. {4}{W}, {T}: Exile another target creature you control, then return it to the battlefield under its owner's control.</div> <div>[sideboard]</div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Envoy of the Ancestors</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Outlast {W} ({W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.) Modified creatures you control have lifelink. (Equipment, Auras you control, and counters are modifications.)</div> <div>[sideboard]</div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Essence Reliquary</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Artifact</div> <div> <div>{T}: Return another target permanent you control and all Auras you control attached to it to their owner's hand. Activate only during your turn.</div> <div>[sideboard]</div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> Fanged Flames 1R </div> <div>Sorcery</div> <div> <p>Devoid (This card has no color.) Fanged Flames deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Fanged Flames 1R </div> <div>Sorcery</div> <div> <p>Devoid (This card has no color.) Fanged Flames deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Fell the Profane 2BB </div> <div>Instant</div> <div> <p>Destroy target creature or planeswalker.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Furnace Hellkite 5RR </div> <div>Artifact Creature -- Dragon</div> <div> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying {R}: This creature gets +1/+0 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Ghostfire Slice 2R </div> <div>Instant</div> <div> <p>Devoid (This card has no color.) This spell costs {2} less to cast if an opponent controls a multicolored permanent. Ghostfire Slice deals 4 damage to any target.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Hexgold Slith 1W </div> <div>Creature -- Slith</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Infernal Captor 3R </div> <div>Creature -- Devil Rogue</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Inventor's Axe R </div> <div>Artifact -- Equipment</div> <div> <p>Flash When this Equipment enters, you get {E}{E} (two energy counters). When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip--Pay {E}{E}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> <div>Invert Polarity</div> <div> <div>U</div> <div>U</div> <div>R</div> </div> </div> <div>Instant</div> <div>Choose target spell, then flip a coin. If you win the flip, gain control of that spell and you may choose new targets for it. If you lose the flip, counter that spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Jolted Awake</div> <div> <div>W</div> </div> </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> <div>Jolted Awake</div> <div> <div>W</div> </div> </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> <div>Kaalia of the Vast</div> <div> <div>1</div> <div>R</div> <div>W</div> <div>B</div> </div> </div> <div>Legendary Creature -- Human Cleric</div> <div>Flying Whenever Kaalia attacks an opponent, you may put an Angel, Demon, or Dragon creature card from your hand onto the battlefield tapped and attacking that opponent.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Monstrous Vortex</div> <div> <div>3</div> <div>G</div> </div> </div> <div>Enchantment</div> <div>Whenever you cast a creature spell with power 5 or greater, discover X, where X is that spell's mana value. (Exile cards from the top of your library until you exile a nonland card with that mana value or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Mountain</div> </div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Nyxborn Unicorn</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment Creature -- Unicorn</div> <div>Bestow {3}{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.) Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) Enchanted creature gets +2/+2 and has mentor.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Razorgrass Ambush</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div>Razorgrass Ambush deals 3 damage to target attacking or blocking creature.</div> <div>[sideboard]</div> <div>----- BACK FACE -----</div> <div> <div>Razorgrass Field</div> </div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Rosecot Knight</div> <div> <div>4</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> <div>Vigilance</div> <div>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> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Rush of Inspiration</div> <div> <div>1</div> <div>U/R</div> <div>U/R</div> </div> </div> <div> <div>Instant</div> <div> <div>Draw two cards. Then discard a card at random unless you pay {E}{E} (two energy counters).</div> <div>[sideboard]</div> </div> <div> <div>----- BACK FACE -----</div> <div>Crackling Falls</div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {U} or {R}.</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Sarpadian Simulacrum</div> <div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Goblin</div> <div> <div>Haste</div> <div>{3}{R}, Sacrifice this creature: It deals 4 damage to target creature.</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Siege Smash</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</div> <div>Choose one --</div> <div>* Destroy target artifact.</div> <div>* Target creature gets +3/+2 and gains trample until end of turn.</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div>Skoa, Embermage</div> <div> <div>4</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Legendary Creature -- Goblin Wizard</div> <div> <div>When Skoa enters, it deals 4 damage to any target.</div> <div>Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target.</div> <div>[sideboard]</div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Smelted Chargebug</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Insect</div> <div> <div>Menace</div> <div>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> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Solstice Zealot</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Rhino Cleric</div> <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> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Static Prison</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).</div> <div>At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

<div><div>Suppression Ray</div><div><div>3</div><div>W/U</div><div>W/U</div></div></div> <div>Sorcery</div> <div>Tap all creatures target player controls. You may pay any amount of {E}. If you do, choose up to that many creatures tapped this way. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div> <div>[sideboard]</div> <div>----- BACK FACE -----</div> <div><div>Orderly Plaza</div><div>Land</div><div>This land enters tapped. {T}: Add {W} or {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Suppression Ray</div><div><div>3</div><div>W/U</div><div>W/U</div></div></div> <div>Sorcery</div> <div>Tap all creatures target player controls. You may pay any amount of {E}. If you do, choose up to that many creatures tapped this way. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div> <div>[sideboard]</div> <div>----- BACK FACE -----</div> <div><div>Orderly Plaza</div><div>Land</div><div>This land enters tapped. {T}: Add {W} or {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Temperamental Oozewagg</div><div><div>3</div><div>G</div></div></div> <div>Creature -- Ooze Brushwagg</div> <div>{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Temperamental Oozewagg</div><div><div>3</div><div>G</div></div></div> <div>Creature -- Ooze Brushwagg</div> <div>{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Thriving Skyclaw</div><div><div>2</div><div>R</div><div>R</div></div></div> <div>Creature -- Cat Dragon</div> <div>Flying When this creature enters, you get {E}{E}{E} (three energy counters). Whenever this creature attacks, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on it.</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thriving Skyclaw</div><div><div>2</div><div>R</div><div>R</div></div></div> <div>Creature -- Cat Dragon</div> <div>Flying When this creature enters, you get {E}{E}{E} (three energy counters). Whenever this creature attacks, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on it.</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Unfathomable Truths</div><div><div>4</div><div>U</div></div></div> <div>Instant</div> <div>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}."</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Unstable Amulet</div><div><div>1</div><div>R</div></div></div> <div>Artifact</div> <div>When this artifact enters, you get {E}{E} (two energy counters). Whenever you cast a spell from anywhere other than your hand, this artifact deals 1 damage to each opponent. {T}, Pay {E}{E}: Exile the top card of your library. You may play it until you exile another card with this artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Unstable Amulet

1 R

Artifact

When this artifact enters, you get {E}{E} (two energy counters). Whenever you cast a spell from anywhere other than your hand, this artifact deals 1 damage to each opponent.

{T}, Pay {E}{E}: Exile the top card of your library. You may play it until you exile another card with this artifact.

[sideboard]

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Voidpouncer

1 R

Creature -- Eldrazi

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.

[sideboard]

3/1

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