

<div>Eviscerator's Insight (1)(B)</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Fanged Flames (1)(R)</div> <div>Sorcery</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Furnace Hellkite (5)(R)(R)</div> <div>Artifact Creature -- Dragon</div> <div>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.</div> <div>[sideboard]</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Grim Servant (3)(B)</div> <div>Creature -- Zombie Warlock</div> <div>Menace When this creature enters, search your library for a card with mana value less than or equal to your devotion to black, reveal it, put it into your hand, then shuffle. You lose 3 life. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Harbinger of the Seas (1)(U)(U)</div> <div>Creature -- Merfolk Wizard</div> <div>Nonbasic lands are Islands.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev</div>	<div>Jyoti, Moag Ancient (2)(G)(U)</div> <div>Legendary Creature -- Elemental</div> <div>When Jyoti enters, create a 1/1 green Forest Dryad land creature token for each time you've cast your commander from the command zone this game. (They're affected by summoning sickness.) At the beginning of each combat, land creatures you control get +X/+X until end of turn, where X is Jyoti's power.</div> <div>[sideboard]</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Kozilek's Unsealing (2)(U)</div> <div>Enchantment</div> <div>Devoid (This card has no color.) Whenever you cast a creature spell with mana value 4, 5, or 6, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Whenever you cast a creature spell with mana value 7 or greater, draw three cards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> Mogg Mob (R)(R)(R) </div> <div> Creature -- Goblin </div> <div> Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets. </div> <div> [sideboard] </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pinnacle Monk (3)(R)(R) </div> <div> Creature -- Djinn Monk </div> <div> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, return target instant or sorcery card from your graveyard to your hand. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> ----- BACK FACE ----- </div> <div> Mystic Peak </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Reckless Pyrosurfer (1)(R) </div> <div> Creature -- Human Scout </div> <div> Haste Landfall -- Whenever a land you control enters, this creature gains battle cry until end of turn. (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn. Each instance of battle cry triggers separately.) </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> ----- BACK FACE ----- </div> <div> Old-Growth Grove </div> <div> Land </div> <div> This land enters tapped. {T}: Add {B} or {G}. </div> <div> <div>1/1</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> 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> 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>

Land

{T}: Add {C}.

{T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.

Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.)

[sideboard]

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Creature -- Drake

Flying

When this creature enters, return a creature you control to its owner's hand.

[sideboard]

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Legendary Creature -- Goblin Wizard
 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.
 [sideboard]

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Creature -- Eldrazi Goblin
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Devoid (This card has no color.)
When you cast this spell, create
three 0/1 colorless Eldrazi Spawn
creature tokens with "Sacrifice this
token: Add {C}."
{1}{C}, Sacrifice an Eldrazi: This
creature deals 2 damage to any
target.

[sideboard]

2/2

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.

[sideboard]

 - - - BACK FACE - - -

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.

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Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- Search your library for a card, exile it face down, then shuffle.

II -- Turn the exiled card face up. If it's a creature card, you lose life equal to its mana value.

III -- You may put the exiled card onto the battlefield if it's a creature card. If you don't put it onto the battlefield, put it into its owner's hand.

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(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- Search your library for a card, exile it face down, then shuffle.

II -- Turn the exiled card face up. If it's a creature card, you lose life equal to its mana value.

III -- You may put the exiled card onto the battlefield if it's a creature card. If you don't put it onto the battlefield, put it into its owner's hand.

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Creature -- Cat Dragon

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.

[sideboard]

3/2

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<div> <div>Ugin's Labyrinth</div> <div>Land</div> <div> <p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p> <p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p> <p>{T}: Return the exiled card to its owner's hand.</p> </div> <div>[sideboard]</div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Voidpouncer</div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.)</p> <p>If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste.</p> </div> <div>[sideboard]</div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Voidpouncer</div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.)</p> <p>If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste.</p> </div> <div>[sideboard]</div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Voidpouncer</div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.)</p> <p>If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste.</p> </div> <div>[sideboard]</div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div>Wheel of Potential</div> <div>Sorcery</div> <div> <p>You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}.</p> <p>Each player may exile their hand and draw a number of cards equal to the amount of {E} paid this way. If seven or more {E} was paid this way, you may play cards you own exiled this way until the end of your next turn.</p> </div> <div>[sideboard]</div> <div> <div>2/R</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Wither and Bloom</div> <div>Instant</div> <div> <p>Target creature gets -3/-3 until end of turn.</p> <p>{1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control.</p> <p>Activate only as a sorcery.</p> </div> <div>[sideboard]</div> <div> <div>1/B</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Wither and Bloom</div> <div>Instant</div> <div> <p>Target creature gets -3/-3 until end of turn.</p> <p>{1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control.</p> <p>Activate only as a sorcery.</p> </div> <div>[sideboard]</div> <div> <div>1/B</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Wither and Bloom</div> <div>Instant</div> <div> <p>Target creature gets -3/-3 until end of turn.</p> <p>{1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control.</p> <p>Activate only as a sorcery.</p> </div> <div>[sideboard]</div> <div> <div>1/B</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

<div><div><div>Worn Powerstone</div><div>Artifact</div><div><div>This artifact enters tapped. {T}: Add {C}{C}.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Wrath of the Skies</div><div>Sorcery</div><div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>		