

<div>Bountiful Landscape</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Branching Evolution 2G</div> <div>Enchantment</div> <div> <p>If one or more +1/+1 counters would be put on a creature you control, twice that many +1/+1 counters are put on that creature instead.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Buried Alive 2B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Consign to Memory U</div> <div>Instant</div> <div> <p>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Contaminated Landscape</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Cursed Wombat BG</div> <div>Creature -- Nightmare Wombat</div> <div> <p>{2}{B}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Permanents you control have "Whenever one or more +1/+1 counters are put on this permanent, put an additional +1/+1 counter on it. This ability triggers only once each turn."</p> <p>[sideboard]</p> </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Deceptive Landscape</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Deem Inferior 3U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div>Deem Inferior</div> <div> <div>3</div> <div>U</div> </div> </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>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Distinguished Conjurer</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>Whenever another creature you control enters, you gain 1 life.</p> <p>{4}{W}, {T}: Exile another target creature you control, then return it to the battlefield under its owner's control.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Dog Umbra</div> <div> <div>1</div> <div>W</div> </div> </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>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Dreadmobile</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Artifact -- Vehicle</div> <div> <p>Menace</p> <p>{1}, Sacrifice another artifact or creature: Put a +1/+1 counter on this Vehicle.</p> <p>Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Eldrazi Repurposer</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Drone</div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Electrozoa</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Creature -- Jellyfish</div> <div> <p>Flash</p> <p>Flying</p> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>At the beginning of your first main phase, tap this creature unless you pay {E}.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Eviscerator's Insight</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>Draw two cards.</p> <p>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Expel the Unworthy</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)</p> <p>Choose target creature with mana value 3 or less. If this spell was kicked, instead choose target creature. Exile the chosen creature, then its controller gains life equal to its mana value.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Faithful Watchdog (G)(W) Creature -- Dog Vigilance This creature enters with three +1/+1 counters on it. [sideboard] <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fetid Gargantua (4)(B) Creature -- Horror {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. [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fetid Gargantua (4)(B) Creature -- Horror {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. [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fledgling Dragon (2)(R)(R) Creature -- Dragon Flying Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has "{R}: This creature gets +1/+0 until end of turn." [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Galvanic Discharge (R) Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glaring Fleshrazer (2)(C) Creature -- Eldrazi Drone Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimpse the Impossible (2)(R) Sorcery 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}." [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guide of Souls (W) Creature -- Human Cleric Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types. [sideboard] <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Horrid Shadowspinner 1UB </div> <div> Creature -- Horror </div> <div> <p>Lifelink</p> <p>Whenever this creature attacks, you may draw cards equal to its power. If you do, discard that many cards.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Horrific Assault G </div> <div> Sorcery </div> <div> <p>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. If you control an Eldrazi, you gain 3 life.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Jolted Awake W </div> <div> Sorcery </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Jolted Awake W </div> <div> Sorcery </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Kami of Jealous Thirst 2B </div> <div> Creature -- Spirit </div> <div> <p>Deathtouch</p> <p>{4}{B}: Each opponent loses 2 life and you gain 2 life. This ability costs {4}{B} less to activate if you've drawn three or more cards this turn. Activate only once each turn.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Kami of Jealous Thirst 2B </div> <div> Creature -- Spirit </div> <div> <p>Deathtouch</p> <p>{4}{B}: Each opponent loses 2 life and you gain 2 life. This ability costs {4}{B} less to activate if you've drawn three or more cards this turn. Activate only once each turn.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Legion Leadership 1R/W </div> <div> Instant </div> <div> <p>Until end of turn, double target creature's power and it gains first strike.</p> <p>[sideboard]</p> </div> <div> <div> ----- BACK FACE ----- </div> <div> Legion Stronghold </div> <div> Land </div> <div> <p>This land enters tapped.</p> <p>{T}: Add {R} or {W}.</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> Lion Umbra G6 </div> <div> Enchantment -- Aura </div> <div> <p>Enchant modified creature (Equipment, Auras its controller controls, and counters are modifications.)</p> <p>Enchanted creature gets +3/+3 and has reach and vigilance.</p> <p>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></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

Malevolent Rumble (1)(G) Sorcery 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}." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mandibular Kite (W) Artifact -- Equipment 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} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Metastatic Evangel (1)(W) Creature -- Phyrexian Human Cleric 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.) [sideboard] <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monumental Henge Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. (Artifacts, legends, and Sagas are historic.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Muster the Departed (2)(W) Enchantment When this enchantment enters, create a 1/1 white Spirit creature token with flying. Morbid -- At the beginning of your end step, if a creature died this turn, populate. (Create a token that's a copy of a creature token you control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Muster the Departed (2)(W) Enchantment When this enchantment enters, create a 1/1 white Spirit creature token with flying. Morbid -- At the beginning of your end step, if a creature died this turn, populate. (Create a token that's a copy of a creature token you control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nightshade Dryad (1)(G) Creature -- Dryad Deathtouch {T}: Add {C}. {T}: Add one mana of any color. [sideboard] <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nightshade Dryad (1)(G) Creature -- Dryad Deathtouch {T}: Add {C}. {T}: Add one mana of any color. [sideboard] <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Nightshade Dryad <div> 1 G </div> </div> <div> Creature -- Dryad </div> <div> Deathtouch {T}: Add {C}. {T}: Add one mana of any color. [sideboard] </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Nightshade Dryad <div> 1 G </div> </div> <div> Creature -- Dryad </div> <div> Deathtouch {T}: Add {C}. {T}: Add one mana of any color. [sideboard] </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Nulldrifter <div> 7 </div> </div> <div> Creature -- Eldrazi Elemental </div> <div> When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Nyxborn Hydra <div> X G </div> </div> <div> Enchantment Creature -- Hydra </div> <div> Bestow {X}{G}{G} (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.) Reach, trample This permanent enters with X +1/+1 counters on it. Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample. [sideboard] </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Ondu Knotmaster <div> 2 W B </div> </div> <div> Creature -- Kor Rogue </div> <div> Lifelink Whenever another modified creature you control dies, put two +1/+1 counters on this creature. [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> <div> <div>----- ADVENTURE -----</div> <div> Throw a Line <div> W B </div> </div> <div> Sorcery -- Adventure </div> <div> Distribute two +1/+1 counters among one or two target creatures. (Then exile this card. You may cast the creature later from exile.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> Phyrexian Ironworks <div> 2 R </div> </div> <div> Artifact </div> <div> 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. [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Powerbalance <div> R R </div> </div> <div> Enchantment </div> <div> Whenever an opponent casts a spell, you may reveal the top card of your library. If you do, you may cast that card without paying its mana cost if the two spells have the same mana value. [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Priest of Titania <div> 1 G </div> </div> <div> Creature -- Elf Druid </div> <div> {T}: Add {G} for each Elf on the battlefield. [sideboard] </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div>Ral and the Implicit Maze (3)(R)(R)</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga deals 2 damage to each creature and planeswalker your opponents control. II -- You may discard a card. If you do, exile the top two cards of your library. You may play them until the end of your next turn. III -- Create a Spellgorger Weird token. (It's a {2}{R} 2/2 Weird creature with "Whenever you cast a noncreature spell, put a +1/+1 counter on Spellgorger Weird.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Refurbished Familiar (3)(B)</div> <div>Artifact Creature -- Zombie Rat</div> <div>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.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Refurbished Familiar (3)(B)</div> <div>Artifact Creature -- Zombie Rat</div> <div>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.</div> <div>[sideboard]</div> <div>2/1</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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Serum Visionary (2)(U)</div> <div>Creature -- Vedalken Wizard</div> <div>When this creature enters, draw a card, then scry 2.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Shifting Woodland</div> <div>Land</div> <div>This land enters tapped unless you control a Forest. {T}: Add {G}. Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</div> <div>[sideboard]</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>3/3</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>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

4 R R

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.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

When this creature enters, you get {E}{E} (two energy counters).
{T}, Pay {E}: Tap target creature.

[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑤

When this creature enters, you get {E}{E} (two energy counters).
{T}, Pay {E}: Tap target creature.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Bestow {1}{G}
Enchanted creature gets +1/+1.
Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless you control a Swamp.
{T}: Add {B}.
{B}, {T}: Target creature you control convines 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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 R/G

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

[sidebar]

- - - BACK FACE - - -

This land enters tapped.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

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 - - -

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 8/11 - 8 cards - 2.5 x 3.5 in each

<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> Titans' Vanguard <div> <div>3</div> <div>R</div> <div>G</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.) When you cast this spell and whenever this creature attacks, put a +1/+1 counter on each colorless creature you control. Trample</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Tranquil Landscape </div> <div> <div>Land</div> <div> <p>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle. Cycling {G}{W}{U} ({G}{W}{U}, 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> Trickster's Elk <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Enchantment Creature -- Elk</div> <div> <p>Bestow {1}{G} (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.) Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Tune the Narrative <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Draw a card. You get {E}{E} (two energy counters).</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> 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>Twisted Landscape</div> <div>Land</div> <div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</p></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Twisted Landscape</div> <div>Land</div> <div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</p></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Twisted Landscape</div> <div>Land</div> <div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</p></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Twisted Landscape</div> <div>Land</div> <div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</p></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Twisted Riddlekeeper8</div> <div>Creature -- Eldrazi Sphinx</div> <div><p>Emerge {5}{C}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.)</p><p>When you cast this spell, tap up to two target permanents. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p><p>Flying</p></div> <div>[sideboard]</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Unfathomable Truths4U</div> <div>Instant</div> <div><p>Devoid (This card has no color.)</p><p>Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Urza's Incubator3</div> <div>Artifact</div> <div><p>As this artifact enters, choose a creature type.</p><p>Creature spells of the chosen type cost {2} less to cast.</p></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Victimize2B</div> <div>Sorcery</div> <div><p>Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped.</p></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Wastescape Battlemage ①③ Creature -- Eldrazi Wizard Kicker {G} and/or {1}{U} When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls. When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wastescape Battlemage ①③ Creature -- Eldrazi Wizard Kicker {G} and/or {1}{U} When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls. When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wing It ①W Instant Target creature gets +2/+2 until end of turn. Put a flying counter on it. Scry 1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of the Skies ①W①W Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
---	---	--	---

