

<p>Ajani Fells the Godsire (3)(W)(W)</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Exile target creature an opponent controls with power 3 or greater.</p> <p>II -- Create a 2/1 white Cat Warrior creature token, then put a vigilance counter on a creature you control.</p> <p>III -- Target creature you control gains double strike until end of turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Basking Broodscale (1)(G)</p> <p>Creature -- Eldrazi Lizard</p> <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> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Collective Resistance (1)(G)</p> <p>Instant</p> <p>Escalate {G} (Pay this cost for each mode chosen beyond the first.)</p> <p>Choose one or more --</p> <ul style="list-style-type: none"> * Destroy target artifact. * Destroy target enchantment. * Target creature gains hexproof and indestructible until end of turn. <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Decree of Justice (X)(X)(2)(W)(W)</p> <p>Sorcery</p> <p>Create X 4/4 white Angel creature tokens with flying.</p> <p>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)</p> <p>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Disciple of Freyalise (3)(G)(G)(G)</p> <p>Creature -- Elf Druid</p> <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> <p>3/3</p> <p>----- BACK FACE -----</p> <p>Garden of Freyalise</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dog Umbra (1)(W)</p> <p>Enchantment -- Aura</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Electrozoa (2)(U)</p> <p>Creature -- Jellyfish</p> <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> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Envoy of the Ancestors (2)(W)</p> <p>Creature -- Human Cleric</p> <p>Outlast {W} ({W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.)</p> <p>Modified creatures you control have lifelink. (Equipment, Auras you control, and counters are modifications.)</p> <p>[sideboard]</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> <div> Evolution Witness <div> <div>2</div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Elf Shaman Mutant</div> <div> <div> <div> <div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div> </div> <div> <div>[sideboard]</div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div></div>	<div> <div> Evolution Witness <div> <div>2</div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Elf Shaman Mutant</div> <div> <div> <div> <div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div> </div> <div> <div>[sideboard]</div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div></div>	<div> <div> Expel the Unworthy <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Sorcery</div> <div> <div> <div> <div>Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)</div> <div>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.</div> </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div></div>	<div> <div> Fangs of Kalonia <div> <div>1</div> <div>G</div> </div> </div> <div> <div> <div>Sorcery</div> <div> <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.</div> <div>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> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>
<div> <div> Fledgling Dragon <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div> <div>Creature -- Dragon</div> <div> <div> <div>Flying</div> <div>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."</div> </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>	<div> <div> Fowl Strike <div> <div>1</div> <div>G</div> </div> </div> <div> <div> <div>Instant</div> <div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div></div>	<div> <div> Fowl Strike <div> <div>1</div> <div>G</div> </div> </div> <div> <div> <div>Instant</div> <div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div></div>	<div> <div> Gravedig <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Sorcery</div> <div> <div> <div>Choose one --</div> <div>* Target player creates a 2/2 black Zombie creature token.</div> <div>* Return target creature card from your graveyard to your hand.</div> <div>Entwine {2} (Choose both if you pay the entwine cost.)</div> </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>

Guardian of the Forgotten (3)(W) Creature -- Elephant Warrior 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.) [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbinger of the Seas (1)(U)(U) Creature -- Merfolk Wizard Nonbasic lands are Islands. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hexgold Slith (1)(W) Creature -- Slith 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. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lion Umbra (G)(G) Enchantment -- Aura Enchant modified creature (Equipment, Auras its controller controls, and counters are modifications.) Enchanted creature gets +3/+3 and has reach and vigilance. Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) [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	Mogg Mob (R)(R)(R) Creature -- Goblin Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nyxborn Hydra (X)(G) Enchantment Creature -- Hydra 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>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nyxborn Unicorn (1)(W) Enchantment Creature -- Unicorn 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. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Proud Pack-Rhino (2)(W) Creature -- Rhino When this creature enters, choose one -- * Put a shield counter on target permanent. (If it would be dealt damage or destroyed, remove a shield counter from it instead.) * Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Proud Pack-Rhino (2)(W) Creature -- Rhino When this creature enters, choose one -- * Put a shield counter on target permanent. (If it would be dealt damage or destroyed, remove a shield counter from it instead.) * Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rosecot Knight (4)(W) Creature -- Human Knight 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. [sideboard] <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rosecot Knight (4)(W) Creature -- Human Knight 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. [sideboard] <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sarpadian Simulacrum (R) Artifact Creature -- Goblin Haste {3}{R}, Sacrifice this creature: It deals 4 damage to target creature. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Signature Slam</div><div>②⑥</div></div><div><div>Instant</div><div>Put a +1/+1 counter on target creature you control, then each modified creature you control deals damage equal to its power to target creature you don't control. (Equipment, Auras you control, and counters are modifications.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Temperamental Oozewagg</div><div>③⑥</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><div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Temperamental Oozewagg</div><div>③⑥</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><div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Thraben Charm</div><div>①W</div></div><div><div>Instant</div><div>Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Thraben Charm</div><div>①W</div></div><div><div>Instant</div><div>Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tune the Narrative</div><div>U</div></div><div><div>Instant</div><div>Draw a card. You get {E}{E} (two energy counters).</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Utter Insignificance</div><div>①U</div></div><div><div>Enchantment -- Aura</div><div>Flash Enchant creature Enchanted creature loses all abilities and has base power and toughness 1/1. {2}{C}: Exile enchanted creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Wing It</div><div>①W</div></div><div><div>Instant</div><div>Target creature gets +2/+2 until end of turn. Put a flying counter on it. Scry 1.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div> Witch Enchanter <div> 3 W </div> </div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> <div> Witch-Blessed Meadow </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Wurmcoil Larva <div> 3 B B </div> </div> <div> Artifact Creature -- Phyrexian Wurm </div> <div> Deathtouch, lifelink When this creature dies, create a 1/2 black Phyrexian Wurm artifact creature token with deathtouch and a 2/1 black Phyrexian Wurm artifact creature token with lifelink. </div> <div> [sideboard] </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>		