

<div><div><div>Aether Revolt</div><div>2RR</div></div><div>Enchantment</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Amped Raptor</div><div>1R</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Angel of the Ruins</div><div>5WW</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Boggart Trawler</div><div>2B</div></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>[sideboard]</div><div>3/1</div><div>BACK FACE</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Buried Alive</div><div>2B</div></div><div>Sorcery</div><div>Search your library for up to three creature cards, put them into your graveyard, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consuming Corruption</div><div>BB</div></div><div>Instant</div><div>Consuming Corruption deals X damage to target creature or planeswalker and you gain X life, where X is the number of Swamps you control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Contaminated Landscape</div></div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Cranial Ram</div><div>BR</div></div><div>Artifact -- Equipment</div><div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +X/+1, where X is the number of artifacts you control. Equip {2}</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Disruptor Flute</div> <div>2</div> </div> <div>Artifact</div> <div>Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Dog Umbra</div> <div>1W</div> </div> <div>Enchantment -- Aura</div> <div>Flash Enchant creature 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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Drownyard Lurker</div> <div>7</div> </div> <div>Creature -- Eldrazi Trilobite</div> <div>Vigilance When you cast or cycle Drownyard Lurker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Cycling {2}{U} ({2}{U}), Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>7/7PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Electrozoa</div> <div>2U</div> </div> <div>Creature -- Jellyfish</div> <div>Flash Flying When this creature enters, you get {E}{E} (two energy counters). At the beginning of your first main phase, tap this creature unless you pay {E}.</div> <div>[sideboard]</div> <div>3/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Electrozoa</div> <div>2U</div> </div> <div>Creature -- Jellyfish</div> <div>Flash Flying When this creature enters, you get {E}{E} (two energy counters). At the beginning of your first main phase, tap this creature unless you pay {E}.</div> <div>[sideboard]</div> <div>3/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Estrid's Invocation</div> <div>2U</div> </div> <div>Enchantment</div> <div>You may have this enchantment enter as a copy of an enchantment you control, except it has "At the beginning of your upkeep, you may exile this enchantment. If you do, return it to the battlefield under its owner's control."</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Evolution Witness</div> <div>2G</div> </div> <div>Creature -- Elf Shaman Mutant</div> <div>{1}{G}: 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, return target permanent card from your graveyard to your hand.</div> <div>[sideboard]</div> <div>2/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Evolution Witness</div> <div>2G</div> </div> <div>Creature -- Elf Shaman Mutant</div> <div>{1}{G}: 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, return target permanent card from your graveyard to your hand.</div> <div>[sideboard]</div> <div>2/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Expanding Ooze</div> <div> <div>1</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Creature -- Ooze</div> <div> <div> {B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.) Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.) </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>Expel the Unworthy</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> <div> Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) 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>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Fanged Flames</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div> ({T}: Add {G}.) </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div> ({T}: Add {G}.) </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Frogmyr Enforcer</div> <div> <div>7</div> </div> </div> <div> <div>Artifact Creature -- Frog Myr</div> <div> <div> Prototype {3}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) </div> <div>[sideboard]</div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Frogmyr Enforcer</div> <div> <div>7</div> </div> </div> <div> <div>Artifact Creature -- Frog Myr</div> <div> <div> Prototype {3}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) </div> <div>[sideboard]</div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Galvanic Discharge</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div> 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. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> Glaring Fleshraker ②③ </div> <div> Creature -- Eldrazi Drone </div> <div> <p>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.</p> </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Gravedig ①B </div> <div> Sorcery </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Target player creates a 2/2 black Zombie creature token. * Return target creature card from your graveyard to your hand. <p>Entwine {2} (Choose both if you pay the entwine cost.)</p> </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Herigast, Erupting Nullkite ⑨ </div> <div> Legendary Creature -- Eldrazi Dragon </div> <div> <p>Emerge {6}{R}{R} (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, you may exile your hand. If you do, draw three cards.</p> <p>Flying</p> <p>Each creature spell you cast has emerge. The emerge cost is equal to its mana cost.</p> </div> <div> [sideboard] </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Horrific Assault ⑥ </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> </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.)</p> <p>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> </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Inventor's Axe ①R </div> <div> Artifact -- Equipment </div> <div> <p>Flash</p> <p>When this Equipment enters, you get {E}{E} (two energy counters).</p> <p>When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip--Pay {E}{E}.</p> </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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> </div> <div> [sideboard] </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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> </div> <div> [sideboard] </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> Lethal Throwdown (B) </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature or sacrifice a modified creature. (Equipment, Auras you control, and counters are modifications.) Destroy target creature or planeswalker. If the modified creature was sacrificed, draw a card.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Malevolent Rumble (1)(G) </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Mandibular Kite (W) </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.) Equipped creature gets +1/+1 and has flying.</p> </div> <div>Equip {3}{W}</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Mandibular Kite (W) </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.) Equipped creature gets +1/+1 and has flying.</p> </div> <div>Equip {3}{W}</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Mogg Mob (R)(R)(R) </div> <div>Creature -- Goblin</div> <div> <p>Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets.</p> </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> Nadier's Nightblade (2)(B) </div> <div>Creature -- Elf Warrior</div> <div> <p>Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.</p> </div> <div>[sideboard]</div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Nesting Grounds </div> <div>Land</div> <div> <p>{T}: Add {C}. {1}, {T}: Move a counter from target permanent you control onto a second target permanent. Activate only as a sorcery.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Nethergoyf (B) </div> <div>Creature -- Lhurgoyf</div> <div> <p>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div>[sideboard]</div> <div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Nightshade Dryad ①⑥ 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 ①⑥ 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 ①⑥ 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	Nyxborn Hydra ⑩⑥ 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
Obstinate Gargoyle ①④③ Artifact Creature -- Gargoyle This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.) Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) [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	Refurbished Familiar ③③ Artifact Creature -- Zombie Rat 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. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sage of the Unknowable ①① Creature -- Human Wizard {T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability. [sideboard] <div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sage of the Unknowable ①①① Creature -- Human Wizard {T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability. [sideboard] <div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scurrilous Sentry ③③③ Creature -- Human Knight Rogue Menace Whenever this creature enters or attacks, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) [sideboard] <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Signature Slam ②②② Instant 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.) [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skittering Precursor ②②② Creature -- Eldrazi Drone 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}." [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skoa, Embermage ④④④④ 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] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solstice Zealot ②②② Creature -- Rhino Cleric When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Tap target creature. [sideboard] <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spymaster's Vault Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {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.) [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spymaster's Vault Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {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.) [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Strength of the Harvest</div><div>26/4</div></div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature gets +1/+1 for each creature and/or enchantment you control.</div><div>[sideboard]</div><div>----- BACK FACE</div><div><div>Haven of the Harvest</div><div>Land</div><div>This land enters tapped. {T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sundering Eruption</div><div>2R</div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>----- BACK FACE</div><div><div>Volcanic Fissure</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sundering Eruption</div><div>2R</div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>----- BACK FACE</div><div><div>Volcanic Fissure</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tamiyo Meets the Story Circle</div><div>1U</div></div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -2/-0 until end of turn. II -- Discard any number of cards, then investigate twice for each card discarded this way. III -- Shuffle up to three target cards from your graveyard into your library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Temperamental Oozewagg</div><div>3G</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><div><div>Temperamental Oozewagg</div><div>3G</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><div><div>Temperamental Oozewagg</div><div>3G</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><div><div>Temperamental Oozewagg</div><div>3G</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> Tempest Harvester 1U </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Tempest Harvester 1U </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Territory Culler 4G </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.) Reach</p> <p>Landfall -- Whenever a land you control enters, look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand. If you don't put the card into your hand, you may put it into your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>7/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> The Necrobloom 1WBG </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Thief of Existence 1CG </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.) When you cast this spell, exile up to one target noncreature, nonland permanent an opponent controls with mana value 4 or less. If you do, Thief of Existence gains "When this creature leaves the battlefield, target opponent draws a card."</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Thriving Skyclaw 2RR </div> <div> Creature -- Cat Dragon </div> <div> <p>Flying</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Titans' Vanguard 3RG </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Tranquil Landscape </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Triton Wavebreaker U Enchantment Creature -- Merfolk Wizard 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. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tune the Narrative U Instant Draw a card. You get {E}{E} (two energy counters). [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Victimize 2B Sorcery Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Victimize 2B Sorcery Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Voidpouncer 1R 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] <div>3/1</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	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	Wither and Bloom 1B Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wumpus Aberration (3)(G) Creature -- Eldrazi Beast Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample [sideboard] <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wumpus Aberration (3)(G) Creature -- Eldrazi Beast Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample [sideboard] <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wumpus Aberration (3)(G) Creature -- Eldrazi Beast Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample [sideboard] <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wurmcoil Larva (3)(B)(B) Artifact Creature -- Phyrexian Wurm 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. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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