Ajani Fells the Godsire {3}{W}{W}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Exile target creature an opponent controls with power 3 or greater.
II -- Create a 2/1 white Cat Warrior creature token, then put a vigilance counter on a creature you control.
III -- Target creature you control gains double strike until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Argent Dais {1}{W}

Artifact

This artifact enters with two oil counters on it.
Whenever two or more creatures attack, put an oil counter on this artifact.
{2}, {T}, Remove two oil counters from this artifact: Exile another target nonland permanent. Its controller draws two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodsoaked Insight {5}{B/R}{B/R}

Sorcery

This spell costs {1} less to cast for each 1 life your opponents have lost this turn.
Target opponent exiles the top three cards of their library. Until the end of your next turn, you may play those cards. If you cast a spell this way, mana of any type can be spent to cast it.

[sideboard]

- - - BACK FACE - - -

Sanguine Morass

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charitable Levy {1}{W}

Enchantment

Noncreature spells cost {1} more to cast.
Whenever a player casts a noncreature spell, put a collection counter on this enchantment. Then if there are three or more collection counters on it, sacrifice it. If you do, draw a card, then you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conduit Goblin {R}{W}

Creature -- Goblin Warrior

When this creature enters, you get {E}{E} (two energy counters).
At the beginning of combat on your turn, you may pay {E}. If you do, another target creature you control gets +1/+0 and gains haste until end of turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conduit Goblin {R}{W}

Creature -- Goblin Warrior

When this creature enters, you get {E}{E} (two energy counters).
At the beginning of combat on your turn, you may pay {E}. If you do, another target creature you control gets +1/+0 and gains haste until end of turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptor Flute {2}

Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ssakke - Limited (Limited Super Qualifier) sheet 1/6 - 8 cards - 2.5 x 3.5 in each

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Drownyard Lurker (7)

Creature -- Eldrazi Trilobite

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.)

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drownyard Lurker (7)

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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.)

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Etherium Pteramander (B)

Artifact Creature -- Salamander Drake

Flying
This creature can block only creatures with flying.
{6}{B}: Adapt 4. This ability costs {1} less to activate for each other artifact you control. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expel the Unworthy (1)(W)

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fanged Flames (1)(R)

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fanged Flames (1)(R)

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghostfire Slice (2)(R)

Instant

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.

[sideboard]

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]

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Glimpse the Impossible 2R

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glyph Elemental 1W

Enchantment Creature -- Elemental

Bestow {1}{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.)
Landfall -- Whenever a land you control enters, put a +1/+1 counter on this permanent.
Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infernal Captor 3R

Creature -- Devil Rogue

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.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inventor's Axe R

Artifact -- Equipment

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}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jolted Awake W

Sorcery

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Laelia, the Blade Reforged 2R

Legendary Creature -- Spirit Warrior

Haste
Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.
Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mogg Mob RRR

Creature -- Goblin

Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molten Gatekeeper 2R

Artifact Creature -- Golem

Whenever another creature you control enters, this creature deals 1 damage to each opponent.
Unearth {R} ({R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

[sideboard]

2/3

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Molten Gatekeeper {2}{R}

Artifact Creature -- Golem

Whenever another creature you control enters, this creature deals 1 damage to each opponent.
Unearth {R} ({R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Vortex {3}{G}

Enchantment

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.)

[sideboard]

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]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/2

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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]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Ironworks {2}{R}

Artifact

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Ironworks {2}{R}

Artifact

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Razorgrass Ambush {1}{W}

Instant

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

[sideboard]

- - - BACK FACE - - -

Razorgrass Field

Land

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

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]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siege Smash {1}{R}

Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
Choose one --
* Destroy target artifact.
* Target creature gets +3/+2 and gains trample until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
Choose one --
* Destroy target artifact.
* Target creature gets +3/+2 and gains trample until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sink into Stupor {1}{U}{U}

Instant

Return target spell or nonland permanent an opponent controls to its owner's hand.

[sideboard]

- - - BACK FACE - - -

Soporific Springs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solstice Zealot {2}{W}

Creature -- Rhino Cleric

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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Cave

Land -- Urza's Cave

{T}: Add {C}.
{3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

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Waterlogged Teachings {3}{U/B}

Instant

Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.

[sideboard]

- - - BACK FACE - - -

Inundated Archive

Land

This land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of the Skies {X}{W}{W}

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]

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