Accursed Marauder {1}{B}

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a nontoken creature of their choice.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aether Spike {1}{U}

Instant

Choose target spell. You get {E}{E} (two energy counters), then you may pay any amount of {E}. Counter that spell unless its controller pays {1} for each {E} paid this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aether Spike {1}{U}

Instant

Choose target spell. You get {E}{E} (two energy counters), then you may pay any amount of {E}. Counter that spell unless its controller pays {1} for each {E} paid this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Amped Raptor {1}{R}

Creature -- Dinosaur

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.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annoyed Altisaur {5}{G}{G}

Creature -- Dinosaur

Reach, trample
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annoyed Altisaur {5}{G}{G}

Creature -- Dinosaur

Reach, trample
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barbarian Ring

Land

{T}: Add {R}. This land deals 1 damage to you.
Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basking Broodscale {1}{G}

Creature -- Eldrazi Lizard

Devoid (This card has no color.)
{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)
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}."

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Brainsurge {2}{U}

Instant

Draw four cards, then put two cards from your hand on top of your library in any order.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Branching Evolution {2}{G}

Enchantment

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breaker of Creation {6}{C}{C}

Creature -- Eldrazi

When you cast this spell, you gain 1 life for each colorless permanent you control.
Hexproof from each color
Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.)

[sideboard]

8/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Eldrazi

When you cast this spell, you gain 1 life for each colorless permanent you control.
Hexproof from each color
Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.)

[sideboard]

8/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breathe Your Last {1}{B}{B}

Instant

Destroy target creature or planeswalker. You gain 1 life for each of its colors.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buried Alive {2}{B}

Sorcery

Search your library for up to three creature cards, put them into your graveyard, 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

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Consign to Memory {U}

Instant

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Contaminated Landscape

Land

{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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corrupted Shapeshifter {3}{U}

Creature -- Eldrazi Shapeshifter

Devoid (This card has no color.)
As this creature enters, it becomes your choice of a 3/3 creature with flying, a 2/5 creature with vigilance, or a 0/12 creature with defender.

[sideboard]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cyclops Superconductor {1}{U}{R}

Creature -- Cyclops Wizard

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When this creature enters, you get {E}{E}{E} (three energy counters).
When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disa the Restless {2}{B}{R}{G}

Legendary Creature -- Human Scout

Whenever a Lhurgoyf permanent card is put into your graveyard from anywhere other than the battlefield, put it onto the battlefield.
Whenever one or more creatures you control deal combat damage to a player, create a Tarmogoyf token.

[sideboard]

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dog Umbra {1}{W}

Enchantment -- Aura

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment -- Aura

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadmobile {2}{B}

Artifact -- Vehicle

Menace
{1}, Sacrifice another artifact or creature: Put a +1/+1 counter on this Vehicle.
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.)

[sideboard]

3/3

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Drossclaw {1}{B}

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.
Whenever equipped creature attacks, each opponent loses 1 life.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldrazi Repurposer {2}{G}

Creature -- Eldrazi Drone

Devoid (This card has no color.)
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}."

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eviscerator's Insight {1}{B}

Instant

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.)

[sideboard]

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

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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

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]

4/4

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]

2/2

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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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Genku, Future Shaper {2}{W}{U}

Legendary Creature -- Moonfolk Wizard

Whenever another nontoken permanent you control leaves the battlefield, choose one that hasn't been chosen this turn. Create a creature token with those characteristics.
* 2/2 white Fox with vigilance.
* 1/2 blue Moonfolk with flying.
* 1/1 black Rat with lifelink.
{3}{W}{U}: Put a +1/+1 counter on each creature you control.

[sideboard]

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gravedig {1}{B}

Sorcery

Choose one --
* Target player creates a 2/2 black Zombie creature token.
* Return target creature card from your graveyard to your hand.
Entwine {2} (Choose both if you pay the entwine cost.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gravedig {1}{B}

Sorcery

Choose one --
* Target player creates a 2/2 black Zombie creature token.
* Return target creature card from your graveyard to your hand.
Entwine {2} (Choose both if you pay the entwine cost.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grief {2}{B}{B}

Creature -- Elemental Incarnation

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke--Exile a black card from your hand.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harbinger of the Seas {1}{U}{U}

Creature -- Merfolk Wizard

Nonbasic lands are Islands.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horrific Assault {G}

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Idol of False Gods {2}

Kindred Artifact -- Eldrazi

{1}{C}, {T}: Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."
Whenever another Eldrazi you control dies, put a +1/+1 counter on this artifact.
As long as this artifact has eight or more +1/+1 counters on it, it's a 0/0 creature in addition to its other types and it has annihilator 2.

[sideboard]

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Imskir Iron-Eater {6}{B}{R}

Legendary Creature -- Demon

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
When Imskir enters, you draw X cards and you lose X life, where X is half the number of artifacts you control, rounded down.
{3}{R}, Sacrifice an artifact: Imskir deals damage equal to the sacrificed artifact's mana value to any target.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspired Inventor {2}{W}

Creature -- Human Artificer

When this creature enters, choose one --
* You get {E}{E}{E} (three energy counters).
* Put a +1/+1 counter on target creature.
* Create a 1/1 colorless Servo artifact creature token.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Izzet Generatorium {U}{R}

Artifact

If you would get one or more {E} (energy counters), you get that many plus one {E} instead.
{T}: Draw a card. Activate only if you've paid or lost four or more {E} this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lethal Throwdown {B}

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meteoric Mace {4}{R}{R}

Artifact -- Equipment

Equipped creature gets +4/+0 and has trample.
Equip {4}
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

[sideboard]

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Mindless Conscription {2}{B}

Enchantment

When this enchantment enters and whenever you draw your third card each turn, amass Zombies 3. (Put three +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[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]

1/2

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

Obstinate Gargoyle {1}{W}{B}

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]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perilous Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.
Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)

[sideboard]

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Perilous Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.
Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Tower

Legendary Land

{T}: Add {C}.
{T}, Sacrifice a creature: Add {B}{B}.

[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

Powerbalance {R}{R}

Enchantment

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]

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]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ral and the Implicit Maze {3}{R}{R}

Enchantment -- Saga

(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.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ral and the Implicit Maze {3}{R}{R}

Enchantment -- Saga

(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.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riddle Gate Gargoyle {W}{U}

Artifact Creature -- Gargoyle

Flying
When this creature enters, you get {E}{E}{E} (three energy counters).
Whenever you attack, you may pay {E}{E}. When you do, target creature you control gains lifelink until end of turn.

[sideboard]

2/2

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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

Seething Landscape

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Landscape

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.
Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.
Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltering Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle.
Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skoa, Embermage {4}{R}{R}

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]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skoa, Embermage {4}{R}{R}

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]

4/4

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Strength of the Harvest (2)(G/W)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each creature and/or enchantment you control.

[sideboard]

- - - BACK FACE - - -

Haven of the Harvest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stump Stomp (1)(R/G)

Sorcery

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

[sideboard]

- - - BACK FACE - - -

Burnwillow Clearing

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundering Eruption (2)(R)

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 - - -

Volcanic Fissure

Land

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

Tamiyo Meets the Story Circle (1)(U)

Enchantment -- Saga

(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.

[sideboard]

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Trickster's Elk (2)(G)

Enchantment Creature -- Elk

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.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unfathomable Truths (4)(U)

Instant

Devoid (This card has no color.)
Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

[sideboard]

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Utter Insignificance (1)(U)

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature loses all abilities and has base power and toughness 1/1.
{2}{C}: Exile enchanted creature.

[sideboard]

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.

Volatile Stormdrake {1}{U}

Creature -- Drake

Flying, hexproof from activated and triggered abilities
When this creature enters, exchange control of this creature and target creature an opponent controls. If you do, you get {E}{E}{E}{E}, then sacrifice that creature unless you pay an amount of {E} equal to its mana value.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Windswept Heath

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch Enchanter {3}{W}

Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

[sideboard]

2/2

- - - BACK FACE - - -

Witch-Blessed Meadow

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

Writhing Chrysalis {2}{R}{G}

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."
Reach
Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jpsn54 - Limited (Limited Super Qualifier) sheet 11/11 - 4 cards - 2.5 x 3.5 in each

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.