

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	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	Ashling, Flame Dancer 2 R R Legendary Creature -- Elemental Shaman You don't lose unspent red mana as steps and phases end. Magecraft -- Whenever you cast or copy an instant or sorcery spell, discard a card, then draw a card. If this is the second time this ability has resolved this turn, Ashling deals 2 damage to each opponent and each creature they control. If it's the third time, add {R}{R}{R}{R}. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bountiful Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cephalid Coliseum Land {T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chthonian Nightmare 1 B Enchantment When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery. [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	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	Deceptive Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {W}{B}{G} ({W}{B}{G}), Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep Analysis 3 U Sorcery Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Depth Defiler 3 U U Creature -- Eldrazi Devoid (This card has no color.) Kicker {C} (You may pay an additional {C} as you cast this spell.) When you cast this spell, choose one. If it was kicked, choose both instead. * Return target creature to its owner's hand. * Target player draws two cards, then discards a card. [sideboard] 3/5 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	Drowner of Truth 5 6/U 6/U Creature -- Eldrazi Devoid (This card has no color.) When you cast this spell, if {C} was spent to cast it, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." [sideboard] 7/6 ----- BACK FACE ----- Drowned Jungle Land This land enters tapped. {T}: Add {G} or {U}. 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	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

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	Electrozoa (2)(U) Creature -- Jellyfish 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}. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emperor of Bones (1)(B) Creature -- Skeleton Noble At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step. [sideboard] 2/2 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
Evolution Witness (2)(G) Creature -- Elf Shaman Mutant {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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expanding Ooze (1)(B)(G) Creature -- Ooze {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.) [sideboard] 3/3 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	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

Fell the Profane (2)(B)(B) Instant Destroy target creature or planeswalker. [sideboard] Fell Mire Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. 4/4 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	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fowl Strike (1)(G) Instant Destroy target creature with flying. Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Furnace Hellkite (5)(R)(R) Artifact Creature -- Dragon Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying {R}: This creature gets +1/+0 until end of turn. [sideboard] 5/5 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] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grist, Voracious Larva (G) Legendary Creature -- Insect Deathtouch Whenever Grist or another creature you control enters, if it entered from your graveyard or you cast it from your graveyard, you may pay {G}. If you do, exile Grist, then return it to the battlefield transformed under its owner's control. [sideboard] 1/2 Grist, the Plague Swarm Legendary Planeswalker -- Grist [+1]: Create a 1/1 black and green Insect creature token, then mill two cards. Put a deathtouch counter on the token if a black card was milled this way. [-2]: Destroy target artifact or enchantment. [-6]: For each creature card in your graveyard, create a token that's a copy of it, except it's a 1/1 black and green Insect. L 3 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] 2/1 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] 2/1 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	Indebted Spirit W Enchantment Creature -- Spirit Bestow {2}{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.) Afterlife 1 (When this permanent is put into a graveyard from the battlefield, create a 1/1 white and black Spirit creature token with flying.) Enchanted creature gets +1/+1 and has afterlife 1. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invert Polarity U U R Instant Choose target spell, then flip a coin. If you win the flip, gain control of that spell and you may choose new targets for it. If you lose the flip, counter that spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island {T}: Add {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kami of Jealous Thirst 2 B Creature -- Spirit Deathtouch {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. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legion Leadership 1 R/W Instant Until end of turn, double target creature's power and it gains first strike. [sideboard] ----- BACK FACE ----- Legion Stronghold Land This land enters tapped. {T}: Add {R} or {W}. 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

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	Meteoric Mace 4R 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nethergoyf B Creature -- Lhurgoyf 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.) [sideboard] */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nightshade Dryad 1G Creature -- Dryad Deathtouch {T}: Add {C}. {T}: Add one mana of any color. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Obstinate Gargoyle 1WB 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	Omo, Queen of Vesuva 26/W Legendary Creature -- Shapeshifter Noble Whenever Omo enters or attacks, put an everything counter on each of up to one target land and up to one target creature. Each land with an everything counter on it is every land type in addition to its other types. Each nonland creature with an everything counter on it is every creature type. [sideboard] 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ondu Knotmaster 2WB Creature -- Kor Rogue Lifelink Whenever another modified creature you control dies, put two +1/+1 counters on this creature. [sideboard] 2/2 ----- ADVENTURE ----- Throw a Line WB Sorcery -- Adventure Distribute two +1/+1 counters among one or two target creatures. (Then exile this card. You may cast the creature later from exile.) 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - bistro~~mat~~htician - Limited (Limited Super Qualifier)

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sheet 6/11 - 8 cards - 2.5 x 3.5 in each

Phelia, Exuberant Shepherd (1)(W) Legendary Creature -- Dog Flash Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia. [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 Tower Legendary Land {T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Planar Genesis (G)(U) Instant Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Planar Genesis (G)(U) Instant Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quest for the Necropolis (B) Enchantment Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. {5}{B}, Sacrifice this enchantment: Put target creature card from a graveyard onto the battlefield under your control. This ability costs {1} less to activate for each quest counter on this enchantment. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ral and the Implicit Maze 3RR 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	Refurbished Familiar 3B 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] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riddle Gate Gargoyle WU 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sage of the Unknowable 1U Creature -- Human Wizard {T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scurrilous Sentry 2B 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] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serum Visionary 2U Creature -- Vedalken Wizard When this creature enters, draw a card, then scry 2. [sideboard] 2/2 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	Sneaky Snacker (U)(B) Creature -- Faerie Rogue Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Wastes Basic Snow Land {T}: Add {C}. [sideboard] 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
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	Sowing Mycospawn (3)(G) Creature -- Eldrazi Fungus Devoid (This card has no color.) Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.) When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land. [sideboard] 3/3 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temperamental Oozewagg (3)(G) Creature -- Ooze Brushwagg {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.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Territory Culler 4 G Creature -- Eldrazi Devoid (This card has no color.) Reach 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. [sideboard] 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Charm 1 W Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thriving Skyclaw 2 R R Creature -- Cat Dragon Flying 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquil Landscape Land {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.) [sideboard] 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	Twisted Landscape Land {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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstable Amulet 1 R Artifact When this artifact enters, you get {E}{E} (two energy counters). Whenever you cast a spell from anywhere other than your hand, this artifact deals 1 damage to each opponent. {T}, Pay {E}{E}: Exile the top card of your library. You may play it until you exile another card with this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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

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Voltstorm Angel (3)(W)(W) Creature -- Angel Flying When this creature enters, you get {E}{E}{E} (three energy counters). At the beginning of combat on your turn, you may pay {E}{E}. When you do, choose one -- * This creature gains vigilance and lifelink until end of turn. * Other creatures you control get +1/+1 until end of turn. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wirewood Symbiote (G) Creature -- Insect Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn. [sideboard] 1/1 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	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] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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