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| <b>Accursed Marauder</b> (1)(B)<br>Creature -- Zombie Warrior<br>When this creature enters, each player sacrifices a nontoken creature of their choice.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                               | <b>Aerie Auxiliary</b> (3)(W)<br>Creature -- Bird Soldier<br>Flying<br>When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.)<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                       | <b>Aether Spike</b> (1)(U)<br>Instant<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                     | <b>Amped Raptor</b> (1)(R)<br>Creature -- Dinosaur<br>First strike<br>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.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Amphibian Downpour</b> (2)(U)<br>Enchantment -- Aura<br>Flash<br>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies. Copies become tokens.)<br>Enchant creature<br>Enchanted creature loses all abilities and is a blue Frog creature with base power and toughness 1/1.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Angel of the Ruins</b> (5)(W)(W)<br>Artifact Creature -- Angel<br>Flying<br>When this creature enters, exile up to two target artifacts and/or enchantments.<br>Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)<br>[sideboard]<br><div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Arcbound Condor</b> (2)(B)(B)<br>Artifact Creature -- Bird<br>Flying<br>Modular 3 (This creature enters with three +1/+1 counters on it. When it dies, you may put its +1/+1 counters on target artifact creature.)<br>Whenever another artifact you control enters, target creature an opponent controls gets -1/-1 until end of turn.<br>[sideboard]<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bespoke Battlewagon</b> (3)(U)<br>Artifact -- Vehicle<br>{T}: You get {E}{E} (two energy counters).<br>{T}, Pay {E}{E}: Tap target creature.<br>{T}, Pay {E}{E}{E}: Draw a card.<br>Pay {E}{E}{E}{E}: This Vehicle becomes an artifact creature until end of turn.<br>Crew 4<br>[sideboard]<br><div>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                 |

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| <div> <b>Bloodsoaked Insight</b> <span>(5)(B/R)(B/R)</span> </div> <div>Sorcery</div> <div> <p>This spell costs {1} less to cast for each 1 life your opponents have lost this turn.</p> <p>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.</p> </div> <div>[sideboard]</div> <div> <div>-----</div> <div>BACK FACE</div> </div> <div> <b>Sanguine Morass</b> </div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Bountiful Landscape</b> </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                  | <div> <b>Bountiful Landscape</b> </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                               | <div> <b>Collective Resistance</b> <span>(1)(G)</span> </div> <div>Instant</div> <div> <p>Escalate {G} (Pay this cost for each mode chosen beyond the first.)</p> <p>Choose one or more --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Destroy target enchantment.</li> <li>* Target creature gains hexproof and indestructible until end of turn.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Conduit Goblin</b> <span>(R)(W)</span> </div> <div>Creature -- Goblin Warrior</div> <div> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>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.</p> </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                            | <div> <b>Cursed Wombat</b> <span>(B)(G)</span> </div> <div>Creature -- Nightmare Wombat</div> <div> <p>{2}{B}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Permanents you control have "Whenever one or more +1/+1 counters are put on this permanent, put an additional +1/+1 counter on it. This ability triggers only once each turn."</p> </div> <div>[sideboard]</div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Cyclops Superconductor</b> <span>(1)(U)(R)</span> </div> <div>Creature -- Cyclops Wizard</div> <div> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>When this creature enters, you get {E}{E}{E} (three energy counters).</p> <p>When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target.</p> </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Deem Inferior</b> <span>(3)(U)</span> </div> <div>Sorcery</div> <div> <p>This spell costs {1} less to cast for each card you've drawn this turn.</p> <p>The owner of target nonland permanent puts it into their library second from the top or on the bottom.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                        |

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| <div><div>Depth Defiler</div><div><div>3</div><div>U</div><div>U</div></div></div> <div><div>Creature -- Eldrazi</div><div>Devoid (This card has no color.)<br/>Kicker {C} (You may pay an additional {C} as you cast this spell.)<br/>When you cast this spell, choose one. If it was kicked, choose both instead.<br/>* Return target creature to its owner's hand.<br/>* Target player draws two cards, then discards a card.</div><div>[sideboard]</div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Disciple of Freyalise</div><div><div>3</div><div>G</div><div>G</div><div>G</div></div></div> <div><div>Creature -- Elf Druid</div><div>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</div><div>[sideboard]</div><div>3/3</div><div>----- BACK FACE -----</div><div><div>Garden of Freyalise</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Distinguished Conjurer</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Wizard</div><div>Whenever another creature you control enters, you gain 1 life. {4}{W}, {T}: Exile another target creature you control, then return it to the battlefield under its owner's control.</div><div>[sideboard]</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Drossclaw</div><div><div>1</div><div>B</div></div></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.)<br/>Equipped creature gets +1/+1. Whenever equipped creature attacks, each opponent loses 1 life. Equip {2}</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Drownyard Lurker</div><div><div>7</div></div></div> <div><div>Creature -- Eldrazi Trilobite</div><div>Vigilance<br/>When you cast or cycle Drownyard Lurker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br/>Cycling {2}{U} ({2}{U}), Discard this card: Draw a card.)</div><div>[sideboard]</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div>Eldrazi Repurposer</div><div><div>2</div><div>G</div></div></div> <div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.)<br/>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}."</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                          | <div><div>Electrozoa</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Jellyfish</div><div>Flash<br/>Flying<br/>When this creature enters, you get {E}{E} (two energy counters).<br/>At the beginning of your first main phase, tap this creature unless you pay {E}.</div><div>[sideboard]</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Estrid's Invocation</div><div><div>2</div><div>U</div></div></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>  |

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| <div> <div>Estrid's Invocation</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> <p>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."</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fetid Gargantua</div> <div> <div>4</div> <div>B</div> </div> </div> <div> <div>Creature -- Horror</div> <div> <p>{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.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Flare of Cultivation</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <p>You may sacrifice a nontoken green creature rather than pay this spell's mana cost. Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                |
| <div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                               | <div> <div>Furnace Hellkite</div> <div> <div>5</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                         | <div> <div>Furnace Hellkite</div> <div> <div>5</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                           | <div> <div>Galvanic Discharge</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <b>Genku, Future Shaper</b> <span>2</span><span>W</span><span>U</span> </div> <div>           Legendary Creature -- Moonfolk Wizard         </div> <div> <p>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.</p> <ul style="list-style-type: none"> <li>* 2/2 white Fox with vigilance.</li> <li>* 1/2 blue Moonfolk with flying.</li> <li>* 1/1 black Rat with lifelink.</li> </ul> <p>{3}{W}{U}: Put a +1/+1 counter on each creature you control.</p> <p>[sideboard]</p> <div>2/5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Glasswing Grace</b> <span>3</span><span>W/B</span><span>W/B</span> </div> <div>           Enchantment -- Aura         </div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +2/+2 and has flying and lifelink.</p> <p>[sideboard]</p> <div>           ----- BACK FACE -----         </div> <div> <b>Age-Graced Chapel</b> </div> <div>           Land         </div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {B}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                              | <div> <b>Glimpse the Impossible</b> <span>2</span><span>R</span> </div> <div>           Sorcery         </div> <div> <p>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}."</p> <p>[sideboard]</p> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Gravedig</b> <span>1</span><span>B</span> </div> <div>           Sorcery         </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Target player creates a 2/2 black Zombie creature token.</li> <li>* Return target creature card from your graveyard to your hand.</li> </ul> <p>Entwine {2} (Choose both if you pay the entwine cost.)</p> <p>[sideboard]</p> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Grim Servant</b> <span>3</span><span>B</span> </div> <div>           Creature -- Zombie Warlock         </div> <div> <p>Menace</p> <p>When this creature enters, search your library for a card with mana value less than or equal to your devotion to black, reveal it, put it into your hand, then shuffle. You lose 3 life. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)</p> <p>[sideboard]</p> <div>3/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                | <div> <b>Guardian of the Forgotten</b> <span>3</span><span>W</span> </div> <div>           Creature -- Elephant Warrior         </div> <div> <p>Vigilance</p> <p>Whenever a modified creature you control dies, manifest the top card of your library. (Equipment, Auras you control, and counters are modifications. To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)</p> <p>[sideboard]</p> <div>4/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Horrific Assault</b> <span>6</span> </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> <p>[sideboard]</p> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                            | <div> <b>Horrific Assault</b> <span>6</span> </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> <p>[sideboard]</p> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                           |

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| <div> <div>Indebted Spirit</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Spirit</div> <div> <p>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.)</p> <p>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.)</p> <p>Enchanted creature gets +1/+1 and has afterlife 1.</p> </div> <div> <div>[sideboard]</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Infernal Captor</div> <div> <div>3R</div> </div> </div> <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> <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>Kami of Jealous Thirst</div> <div> <div>2B</div> </div> </div> <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> <div>[sideboard]</div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Kozilek's Unsealing</div> <div> <div>2U</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Devoid (This card has no color.)</p> <p>Whenever you cast a creature spell with mana value 4, 5, or 6, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p> <p>Whenever you cast a creature spell with mana value 7 or greater, draw three cards.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>               |
| <div> <div>Mandibular Kite</div> <div> <div>W</div> </div> </div> <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.)</p> <p>Equipped creature gets +1/+1 and has flying.</p> <p>Equip {3}{W}</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                   | <div> <div>Mandibular Kite</div> <div> <div>W</div> </div> </div> <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.)</p> <p>Equipped creature gets +1/+1 and has flying.</p> <p>Equip {3}{W}</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                              | <div> <div>Meltdown</div> <div> <div>XR</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Destroy each artifact with mana value X or less.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                          | <div> <div>Meteoric Mace</div> <div> <div>4RR</div> </div> </div> <div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +4/+0 and has trample.</p> <p>Equip {4}</p> <p>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.)</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

④ R R

Equipped creature gets +4/+0 and has 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.)

2/3

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②③

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.)

2/3

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(X) (G)

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.)

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.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Devoid (this card has no color.)  
When this enchantment enters, create  
two 0/1 colorless Eldrazi Spawn  
creature tokens with "Sacrifice this  
token: Add {C}."

Eldrazi you control have "{T}: Add one mana of any color."

Whenever you cast a creature spell with mana value 7 or greater, you gain 4 life.

4/5

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④ ⑤

Devoid (This card has no color.)  
When you cast this spell, tap up to one target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)

## Reach

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

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.

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Revitalizing Repast</div> <div>Instant</div> <div>Put a +1/+1 counter on target creature. It gains indestructible until end of turn.</div> <div>[sideboard]</div> <div> <div>0/4</div> </div> </div> <div> <div>Old-Growth Grove</div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {B} or {G}.</div> <div> <div>1/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ripples of Undeath</div> <div>Enchantment</div> <div>At the beginning of your first main phase, mill three cards. Then you may pay {1} and 3 life. If you do, put a card from among those cards into your hand.</div> <div>[sideboard]</div> <div> <div>1/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Roil Cartographer</div> <div>Creature -- Merfolk Rogue</div> <div>Landfall -- Whenever a land you control enters, you get {E} (an energy counter).</div> <div>{T}, Pay six {E}: Draw three cards.</div> <div>[sideboard]</div> <div> <div>1/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                              | <div> <div>Rosecot Knight</div> <div>Creature -- Human Knight</div> <div>Vigilance</div> <div>When this creature enters, look at the top six cards of your library. You may reveal an artifact or enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, put a +1/+1 counter on this creature.</div> <div>[sideboard]</div> <div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Sage of the Unknowable</div> <div>Creature -- Human Wizard</div> <div>{T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability.</div> <div>[sideboard]</div> <div> <div>0/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                 | <div> <div>Sage of the Unknowable</div> <div>Creature -- Human Wizard</div> <div>{T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability.</div> <div>[sideboard]</div> <div> <div>0/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                   | <div> <div>Shattered Landscape</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.</div> <div>Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div> <div>0/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Siege Smash</div> <div>Instant</div> <div>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</div> <div>Choose one --</div> <div>* Destroy target artifact.</div> <div>* Target creature gets +3/+2 and gains trample until end of turn.</div> <div>[sideboard]</div> <div> <div>1/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                  |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Signature Slam<div>2G</div></div> <div>Instant</div> <div>Put a +1/+1 counter on target creature you control, then each modified creature you control deals damage equal to its power to target creature you don't control. (Equipment, Auras you control, and counters are modifications.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Smelted Chargebug<div>1R</div></div> <div>Artifact Creature -- Insect</div> <div>Menace<br/>When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}. If you do, another target attacking creature gets +1/+0 and gains menace until end of turn.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Snapping Voidcraw<div>1GU</div></div> <div>Creature -- Eldrazi Turtle</div> <div>Devoid (This card has no color.)<br/>{T}: Add {C}{C}.<br/>{3}{C}, {T}: Draw a card.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Springheart Nantuko<div>1G</div></div> <div>Enchantment Creature -- Insect Monk</div> <div>Bestow {1}{G}<br/>Enchanted creature gets +1/+1.<br/>Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Strix Serenade<div>U</div></div> <div>Instant</div> <div>Counter target artifact, creature, or planeswalker spell. Its controller creates a 2/2 blue Bird creature token with flying.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                          | <div>Tamiyo, Inquisitive Student</div> <div>Card</div> <div>[sideboard]</div> <div>-----<br/>- - - OTHER FACE - - -</div> <div>Tamiyo, Inquisitive Student</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div>Thraben Charm<div>1W</div></div> <div>Instant</div> <div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                |



Warped Tusker7

Creature -- Eldrazi Boar Beast

Reach  
When you cast or cycle Warped Tusker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."  
Cycling {2}{6} ({2}{6}, Discard this card: Draw a card.)

[sideboard]

6/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Waterlogged Teachings34/8

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}.

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Wither and Bloom1B

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]

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Wooded Foothills

Land

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

[sideboard]

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