

<div><div>Abstruse Appropriation (2)(W)(B)</div><div>Instant</div><div>Devoid (This card has no color.) Exile target nonland permanent. You may cast that card for as long as it remains exiled, and you may spend colorless mana as though it were mana of any color to cast that spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Accursed Marauder (1)(B)</div><div>Creature -- Zombie Warrior</div><div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Aether Revolt (2)(R)(R)</div><div>Enchantment</div><div>Revolt -- As long as a permanent left the battlefield under your control this turn, if a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. Whenever you get one or more {E}, this enchantment deals that much damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Annoyed Altisaur (5)(G)(G)</div><div>Creature -- Dinosaur</div><div>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.)</div><div>[sideboard]</div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Brainsurge (2)(U)</div><div>Instant</div><div>Draw four cards, then put two cards from your hand on top of your library in any order.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Breathe Your Last (1)(B)(B)</div><div>Instant</div><div>Destroy target creature or planeswalker. You gain 1 life for each of its colors.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Breathe Your Last (1)(B)(B)</div><div>Instant</div><div>Destroy target creature or planeswalker. You gain 1 life for each of its colors.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Contaminated Landscape</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Corrupted Shapeshifter ③①① 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] <div>*/*</div> 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]	Emrakul's Messenger ①①① Creature -- Eldrazi Faerie Rogue Devoid (This card has no color.) Flying Whenever you draw your second card each turn, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eviscerator's Insight ①①① 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]
Expanding Ooze ①①①① 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] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faithful Watchdog ①①①① Creature -- Dog Vigilance This creature enters with three +1/+1 counters on it. [sideboard] <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fetid Gargantua ④④④④ 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] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fetid Gargantua ④④④④ 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] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Flooded Strand </div> <div> Land </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Forest </div> <div> Basic Land -- Forest </div> <div> <p>({T}: Add {G}.)</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Gift of the Viper <div> G </div> </div> <div> Instant </div> <div> <p>Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Gravedig <div> <div>1</div> <div>B</div> </div> </div> <div> Sorcery </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Target player creates a 2/2 black Zombie creature token. * Return target creature card from your graveyard to your hand. <p>Entwine {2} (Choose both if you pay the entwine cost.)</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Horrid Shadowspinner <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div> Creature -- Horror </div> <div> <p>Lifelink</p> <p>Whenever this creature attacks, you may draw cards equal to its power. If you do, discard that many cards.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> It That Heralds the End <div> <div>1</div> <div>C</div> </div> </div> <div> Creature -- Eldrazi Drone </div> <div> <p>Colorless spells you cast with mana value 7 or greater cost {1} less to cast.</p> <p>Other colorless creatures you control get +1/+1.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Kami of Jealous Thirst <div> <div>2</div> <div>B</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> <p>[sideboard]</p> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Lethal Throwdown <div> B </div> </div> <div> Sorcery </div> <div> <p>As an additional cost to cast this spell, sacrifice a creature or sacrifice a modified creature. (Equipment, Auras you control, and counters are modifications.) Destroy target creature or planeswalker. If the modified creature was sacrificed, draw a card.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> <div>Lion Umbra</div> <div> <div>G</div> <div>G</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant modified creature (Equipment, Auras its controller controls, and counters are modifications.)</p> <p>Enchanted creature gets +3/+3 and has reach and vigilance.</p> <p>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mindless Conscription</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Orim's Chant</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Kicker {W} (You may pay an additional {W} as you cast this spell.)</p> <p>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Polluted Delta</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Psychic Frog</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Frog</div> <div> <p>Whenever this creature deals combat damage to a player or planeswalker, draw a card.</p> <p>Discard a card: Put a +1/+1 counter on this creature.</p> <p>Exile three cards from your graveyard: This creature gains flying until end of turn.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Sarpadian Simulacrum</div> <div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Goblin</div> <div> <p>Haste</p> <p>{3}{R}, Sacrifice this creature: It deals 4 damage to target creature.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Seething Landscape</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Serum Visionary</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Vedalken Wizard</div> <div> <p>When this creature enters, draw a card, then scry 2.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div><div><div><div><div>Stump Stomp</div><div>①Ⓡ/ⓖ</div></div></div><div>Sorcery</div><div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div><div>[sideboard]</div><div>----- BACK FACE -----</div><div><div>Burnwillow Clearing</div><div>Land</div><div>This land enters tapped. {T}: Add {R} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div><td><div><div><div><div><div><div>Sundering Eruption</div><div>②Ⓡ</div></div></div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.</div><div>[sideboard]</div><div>----- BACK FACE -----</div><div><div>Volcanic Fissure</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div><td><div><div><div><div><div><div>Swamp</div></div></div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div><td><div><div><div><div><div><div>Triton Wavebreaker</div><div>Ⓢ</div></div></div><div>Enchantment Creature -- Merfolk Wizard</div><div>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.) 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Wither and Bloom

① ②

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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Wurmcoil Larva

③ ④ ⑤

Artifact Creature -- Phyrexian Wurm

Deathtouch, lifelink
When this creature dies, create a 1/2 black Phyrexian Wurm artifact creature token with deathtouch and a 2/1 black Phyrexian Wurm artifact creature token with lifelink.

[sideboard]

3/3

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