

Annie Joins Up (1)(R)(G)(W) Legendary Enchantment When Annie Joins Up enters, it deals 5 damage to target creature or planeswalker an opponent controls. If a triggered ability of a legendary creature you control triggers, that ability triggers an additional time. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atraxa, Grand Unifier (3)(G)(W)(U)(B) Legendary Creature -- Phyrexian Angel Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blot Out (2)(B) Instant Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blot Out (2)(B) Instant Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clever Impersonator (2)(U)(U) Creature -- Shapeshifter You may have this creature enter as a copy of any nonland permanent on the battlefield. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elesh Norn, Mother of Machines (4)(W) Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SoggyCheerios - Pioneer (Pioneer League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

Enigmatic Incarnation ②⑥④ Enchantment At the beginning of your end step, you may sacrifice another enchantment. If you do, search your library for a creature card with mana value equal to 1 plus the sacrificed enchantment's mana value, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enigmatic Incarnation ②⑥④ Enchantment At the beginning of your end step, you may sacrifice another enchantment. If you do, search your library for a creature card with mana value equal to 1 plus the sacrificed enchantment's mana value, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enigmatic Incarnation ②⑥④ Enchantment At the beginning of your end step, you may sacrifice another enchantment. If you do, search your library for a creature card with mana value equal to 1 plus the sacrificed enchantment's mana value, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enigmatic Incarnation ②⑥④ Enchantment At the beginning of your end step, you may sacrifice another enchantment. If you do, search your library for a creature card with mana value equal to 1 plus the sacrificed enchantment's mana value, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fable of the Mirror-Breaker ②④ Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harvester of Misery ③B B Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heliod, the Radiant Dawn ②W W Legendary Enchantment Creature -- God When Heliod enters, return target enchantment card that isn't a God from your graveyard to your hand. {3}{U/P}: Transform Heliod. Activate only as a sorcery. ({U/P} can be paid with either {U} or 2 life.) 4/4 - - - BACK FACE - - - Heliod, the Warped Eclipse Legendary Enchantment Creature -- Phyrexian God You may cast spells as though they had flash. Spells you cast cost {1} less to cast for each card your opponents have drawn this turn. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Indatha Triome Land -- Plains Swamp Forest ({T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jetmir's Garden Land -- Mountain Forest Plains ({T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kenrith, the Returned King ④W Legendary Creature -- Human Noble {R}: All creatures gain trample and haste until end of turn. {1}{G}: Put a +1/+1 counter on target creature. {2}{W}: Target player gains 5 life. {3}{U}: Target player draws a card. {4}{B}: Put target creature card from a graveyard onto the battlefield under its owner's control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Land -- Forest Island Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Cat Warrior

3/1

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Enchantment

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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Basic Land - - Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raffine's Tower Land -- Plains Island Swamp {T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains {T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Spara's Headquarters

Land -- Forest Plains Island

(**{T}**: Add **{G}**, **{W}**, or **{U}**.)
This land enters tapped.
Cycling **{3}** (**{3}**, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporary Lockdown (1)(W)(W)

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

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Temporary Lockdown (1)(W)(W)

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

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Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

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The Scarab God (3)(U)(B)

Legendary Creature -- God

At the beginning of your upkeep, each opponent loses X life and you scry X, where X is the number of Zombies you control.

{2}{U}{B}: Exile target creature card from a graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie.

When The Scarab God dies, return it to its owner's hand at the beginning of the next end step.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Titan of Industry 4GGG

Creature -- Elemental

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Reach, trample
When this creature enters, choose
two --
* Destroy target artifact or
  enchantment.
* Target player gains 5 life.
* Create a 4/4 green Rhino Warrior
  creature token.
* Put a shield counter on a creature
  you control.
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7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tolsimir, Friend to Wolves (2)(G)(G)(W)

Legendary Creature -- Elf Scout

When Tolsimir enters, create Voja, Friend to Elves, a legendary 3/3 green and white Wolf creature token. Whenever a Wolf you control enters, you gain 3 life and that creature fights up to one target creature you don't control.

3/3

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Touch the Spirit Realm 2W Enchantment When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xander's Lounge Land -- Island Swamp Mountain {T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zagoth Triome Land -- Swamp Forest Island {T}: Add {B}, {G}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ziatora's Proving Ground Land -- Swamp Mountain Forest {T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Keruga, the Macrosage 36/W6/W Legendary Creature -- Dinosaur Hippo Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Krenko's Buzzcrusher 2RR Artifact Creature -- Insect Thopter Flying, trample When this creature enters, for each player, destroy up to one nonbasic land that player controls. For each land destroyed this way, its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Krenko's Buzzcrusher 2RR Artifact Creature -- Insect Thopter Flying, trample When this creature enters, for each player, destroy up to one nonbasic land that player controls. For each land destroyed this way, its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute (2)(U) Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystical Dispute (2)(U) Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute (2)(U) Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nicol Bolas, the Ravager (1)(U)(B)(R) Legendary Creature -- Elder Dragon Flying When Nicol Bolas enters, each opponent discards a card. {4}{U}{B}{R}: Exile Nicol Bolas, then return him to the battlefield transformed under his owner's control. Activate only as a sorcery. [sideboard] 4/4 ----- BACK FACE ----- Nicol Bolas, the Arisen Legendary Planeswalker -- Bolas [+2]: Draw two cards. [-3]: Nicol Bolas deals 10 damage to target creature or planeswalker. [-4]: Put target creature or planeswalker card from a graveyard onto the battlefield under your control. [-12]: Exile all but the bottom card of target player's library. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Notion Thief (2)(U)(B) Creature -- Human Rogue Flash If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Quakebringer 3 R R Creature -- Giant Berserker Your opponents can't gain life. At the beginning of your upkeep, Quakebringer deals 2 damage to each opponent. This ability triggers only if Quakebringer is on the battlefield or if Quakebringer is in your graveyard and you control a Giant. Foretell {2}{R}{R} [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunspine Lynx 2 R R Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yasharn, Implacable Earth 2 G W Legendary Creature -- Elemental Boar When Yasharn enters, search your library for a basic Forest card and a basic Plains card, reveal those cards, put them into your hand, then shuffle. Players can't pay life or sacrifice nonland permanents to cast spells or activate abilities. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	