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| <b>Basking Broodscale</b> (1)(G)<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Broodscale</b> (1)(G)<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Broodscale</b> (1)(G)<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Broodscale</b> (1)(G)<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Bloodrite Invoker</b> (2)(B)<br>Creature -- Vampire Shaman<br>{8}: Target player loses 3 life and you gain 3 life.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                | <b>Bloodrite Invoker</b> (2)(B)<br>Creature -- Vampire Shaman<br>{8}: Target player loses 3 life and you gain 3 life.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                | <b>Bloodrite Invoker</b> (2)(B)<br>Creature -- Vampire Shaman<br>{8}: Target player loses 3 life and you gain 3 life.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                | <b>Chromatic Star</b> (1)<br>Artifact<br>{1}, {T}, Sacrifice this artifact: Add one mana of any color.<br>When this artifact is put into a graveyard from the battlefield, draw a card.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                 |

①

{1}, {T}, Sacrifice this artifact:  
Add one mana of any color.  
When this artifact is put into a  
graveyard from the battlefield, draw  
a card.

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①

{1}, {T}, Sacrifice this artifact:  
Add one mana of any color.  
When this artifact is put into a  
graveyard from the battlefield, draw  
a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{1}, {T}, Sacrifice this artifact:  
Add one mana of any color.  
When this artifact is put into a  
graveyard from the battlefield, draw  
a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

As an additional cost to cast this spell, sacrifice an artifact or creature.  
Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")

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**(B)**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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| <div><div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                               | <div><div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                               | <div><div><div>Energy Refractor</div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{2}: Add one mana of any color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                            |
| <div><div><div>Energy Refractor</div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{2}: Add one mana of any color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                              | <div><div><div>Eviscerator's Insight</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Eviscerator's Insight</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Eviscerator's Insight</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Foreboding Landscape</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Foreboding Landscape</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Foreboding Landscape</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Foreboding Landscape</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                             | <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                             | <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                             | <div>Forest</div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                             |

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>(<b>{T}</b>): Add <b>{G}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Ichor Wellspring</div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div>Ichor Wellspring</div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div>Ichor Wellspring</div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    |
| <div><div>Ichor Wellspring</div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Malevolent Rumble</div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add <b>{C}</b>."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Malevolent Rumble</div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add <b>{C}</b>."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Malevolent Rumble</div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add <b>{C}</b>."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Malevolent Rumble</div><div><div>1</div><div>G</div></div></div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sadistic Glee</div><div><div>B</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Whenever a creature dies, put a +1/+1 counter on enchanted creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div><div>Sadistic Glee</div><div><div>B</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Whenever a creature dies, put a +1/+1 counter on enchanted creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div><div>Sadistic Glee</div><div><div>B</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Whenever a creature dies, put a +1/+1 counter on enchanted creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Sadistic Glee</div><div><div>B</div></div></div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>Whenever a creature dies, put a +1/+1 counter on enchanted creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               | <div><div>Snakeskin Veil</div><div><div>G</div></div></div> <div>Instant</div> <div>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Snakeskin Veil</div><div><div>G</div></div></div> <div>Instant</div> <div>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Swamp</div></div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                          |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                 | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                 |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tamiyo's Safekeeping</div> <div>Instant</div> <div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tamiyo's Safekeeping</div> <div>Instant</div> <div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Tree of Tales

Artifact Land

$$\{T\} : \text{Add } \{G\}.$$

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## Tree of Tales

Artifact Land

$$\{T\}: \text{Add } \{G\}.$$

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## Wizard's Rockets

Artifact

This artifact enters tapped.  
{X}, {T}, Sacrifice this artifact:  
Add X mana in any combination of  
colors.  
When this artifact is put into a  
graveyard from the battlefield, draw  
a card.

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## Wizard's Rockets

Artifact

This artifact enters tapped.  
{X}, {T}, Sacrifice this artifact:  
Add X mana in any combination of  
colors.  
When this artifact is put into a  
graveyard from the battlefield, draw  
a card.

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Circle of Protection: Blue (1)(W)

## Enchantment

```
{1}: The next time a blue source of
your choice would deal damage to you
this turn, prevent that damage.
```

[sidebar]

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Circle of Protection: Blue (1)(W)

## Enchantment

```
{1}: The next time a blue source of
your choice would deal damage to you
this turn, prevent that damage.
```

[sidebar]

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**Drown in Sorrow** (1)(B)(B)

## Sorcery

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

```
[sidebar]
```

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**Drown in Sorrow** (1)(B)(B)

Sorcery

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1 B

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.

1/1

① ② B

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.

1/1

3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.

3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.

Ⓒ

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

**G**

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

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| <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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