

**B G**

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

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① ②

When this creature enters, each player sacrifices a nontoken creature of their choice.

2/1

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② ③

When Acererak enters, if you haven't completed Tomb of Annihilation, return Acererak to its owner's hand and venture into the dungeon. Whenever Acererak attacks, for each opponent, you create a 2/2 black Zombie creature token unless that player sacrifices a creature of their choice.

5/5

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2GG

Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash.

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**G**

$\{T\}$ : Untap target Forest.

1/1

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2 B

Deathtouch, lifelink  
Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.

$$*/1+*$$

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( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)

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① B B B

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.

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| <b>Birds of Paradise</b> <span>Ⓞ</span><br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                       | <b>Bloodstained Mire</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                  | <b>Blooming Marsh</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {G}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                             | <b>Boreal Druid</b> <span>Ⓞ</span><br>Snow Creature -- Elf Druid<br>{T}: Add {C}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                               |
| <b>Boseiju, Who Endures</b><br>Legendary Land<br>{T}: Add {G}.<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Chord of Calling</b> <span>ⓧ</span> <span>Ⓞ</span> <span>Ⓞ</span> <span>Ⓞ</span><br>Instant<br>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Chthonian Nightmare</b> <span>①</span> <span>Ⓑ</span><br>Enchantment<br>When this enchantment enters, you get {E}{E}{E} (three energy counters).<br>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.<br>Activate only as a sorcery.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cling to Dust</b> <span>Ⓑ</span><br>Instant<br>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.<br>Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <b>Command Tower</b> </div> <div> Land </div> <div> {T}: Add one mana of any color in your commander's color identity. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                              | <div> <b>Contamination</b> <div> 2 B </div> </div> <div> Enchantment </div> <div> At the beginning of your upkeep, sacrifice this enchantment unless you sacrifice a creature. If a land is tapped for mana, it produces {B} instead of any other type and amount. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                 | <div> <b>Cut Down</b> <div> B </div> </div> <div> Instant </div> <div> Destroy target creature with total power and toughness 5 or less. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                | <div> <b>Darkbore Pathway</b> </div> <div> Land </div> <div> {T}: Add {B}. </div> <div> <div> BACK FACE </div> </div> <div> <b>Slitherbore Pathway</b> </div> <div> Land </div> <div> {T}: Add {G}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Dark Confidant</b> <div> 1 B </div> </div> <div> Creature -- Human Wizard </div> <div> At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Deathrite Shaman</b> <div> 6/6 </div> </div> <div> Creature -- Elf Shaman </div> <div> {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br/> {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br/> {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Delighted Halfling</b> <div> G </div> </div> <div> Creature -- Halfling Citizen </div> <div> {T}: Add {C}.<br/> {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Demonic Tutor</b> <div> 1 B </div> </div> <div> Sorcery </div> <div> Search your library for a card, put that card into your hand, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                           |

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| <b>Diabolic Intent</b> (1)(B)<br><hr/> Sorcery<br><hr/> As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Dinosaur Egg</b> (1)(G)<br><hr/> Creature -- Dinosaur Egg<br><hr/> Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)<br>When this creature dies, you may discover X, where X is its toughness. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Dryad Arbor</b><br><hr/> Land Creature -- Forest Dryad<br><hr/> (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Duress</b> (B)<br><hr/> Sorcery<br><hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                  |
| <b>Earthcraft</b> (1)(G)<br><hr/> Enchantment<br><hr/> Tap an untapped creature you control: Untap target basic land. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                               | <b>Elves of Deep Shadow</b> (G)<br><hr/> Creature -- Elf Druid<br><hr/> {T}: Add {B}. This creature deals 1 damage to you. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                 | <b>Elvish Mystic</b> (G)<br><hr/> Creature -- Elf Druid<br><hr/> {T}: Add {G}. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                | <b>Emperor of Bones</b> (1)(B)<br><hr/> Creature -- Skeleton Noble<br><hr/> At the beginning of combat on your turn, exile up to one target card from a graveyard.<br>{1}{B}: Adapt 2.<br>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. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Endurance</div><div>①⑥⑥</div></div><div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>Evoke--Exile a green card from your hand.</div><div><div>3/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Eternal Witness</div><div>①⑥⑥</div></div><div><div>Creature -- Human Shaman</div><div>When this creature enters, you may return target card from your graveyard to your hand.</div><div><div>2/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fatal Push</div><div>Ⓑ</div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                       | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                             | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                         | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## Forest

Basic Land -- Forest

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

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## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fyndhorn Elves

Creature -- Elf Druid

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

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## Gilded Goose

Creature -- Bird

Flying  
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")  
{1}{G}, {T}: Create a Food token.  
{T}, Sacrifice a Food: Add one mana of any color.

0/2

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## Green Sun's Zenith

## Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

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## Grief

Creature -- Elemental Incarnation

Menace  
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.  
Evoke--Exile a black card from your hand.

3/2

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## Haywire Mite

Artifact Creature -- Insect

When this creature dies, you gain 2 life.  
{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

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| <b>Hive of the Eye Tyrant</b><br>Land<br>If you control two or more other lands, this land enters tapped.<br>{T}: Add {B}.<br>{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Inquisition of Kozilek</b> (B)<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Keen-Eyed Curator</b> (G)(G)<br>Creature -- Raccoon Scout<br>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br>{1}: Exile target card from a graveyard.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Living Death</b> (3)(B)(B)<br>Sorcery<br>Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                       |
| <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                 | <b>Llanowar Wastes</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                       | <b>Marsh Flats</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                | <b>Massacre Girl</b> (3)(B)(B)<br>Legendary Creature -- Human Assassin<br>Menace<br>When Massacre Girl enters, each other creature gets -1/-1 until end of turn. Whenever a creature dies this turn, each creature other than Massacre Girl gets -1/-1 until end of turn.<br><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Metamorphosis Fanatic</b> ④②②<br>Creature -- Human Cleric<br><br>Lifelink<br>When this creature enters, return up to one target creature card from your graveyard to the battlefield with a lifelink counter on it.<br>Miracle {1}{B} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)<br><br><div>4/4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Misty Rainforest</b><br>Land<br><br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nihil Spellbomb</b> ①<br>Artifact<br><br>{T}, Sacrifice this artifact: Exile target player's graveyard.<br>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nurturing Peatland</b><br>Land<br><br>{T}, Pay 1 life: Add {B} or {G}.<br>{1}, {T}, Sacrifice this land: Draw a card.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                               |
| <b>Orcish Bowmasters</b> ①②<br>Creature -- Orc Archer<br><br>Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><br><div>1/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                   | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br><br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                  | <b>Phyrexian Tower</b><br>Legendary Land<br><br>{T}: Add {C}.<br>{T}, Sacrifice a creature: Add {B}{B}.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                 | <b>Polluted Delta</b><br>Land<br><br>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

## Land

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

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Sorcery

Suspend 2-- $\{1\}\{B\}$  (Rather than cast this card from your hand, pay  $\{1\}\{B\}$  and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.

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**B**

## Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

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## Land

This land enters tapped unless you control a Forest.  
{T}: Add {G}.  
Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.

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①

Artifact -- Equipment

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Equipped creature gets +1/-1.
Whenever equipped creature dies,
draw two cards.
Equip {1}
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2 B G

Creature -- Spider

Reach

When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent.

When this creature dies, you may gain 1 life for each creature card in your graveyard. If you do, exile this card from your graveyard.

3/3

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Artifact -- Vehicle

Flying  
Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card.  
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

3/3

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Enchantment Creature -- Insect Monk

Bestow {1}{G}  
Enchanted creature gets +1/+1.  
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.

1/1

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| <div><div>Strangleroot Geist</div><div><div>66</div></div></div> <div><div>Creature -- Spirit</div><div>Haste<br/>Undying (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.)</div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Survival of the Fittest</div><div><div>16</div></div></div> <div><div>Enchantment</div><div>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                        | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                     |
| <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                      | <div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                 | <div><div>Takenuma, Abandoned Mire</div></div> <div><div>Legendary Land</div><div>{T}: Add {B}.<br/>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Tarmogoyf</div><div><div>16</div></div></div> <div><div>Creature -- Lhurgoyf</div><div>Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</div><div>*/1+*</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div> <div>Thoughtseize</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                | <div> <div>Toxic Deluge</div> <div>2B</div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                           | <div> <div>Tranquil Frillback</div> <div>2G</div> </div> <div>Creature -- Dinosaur</div> <div> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Exile target player's graveyard.</li> <li>* You gain 4 life.</li> </ul> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Twilight Mire</div> </div> <div>Land</div> <div> <p>{T}: Add {C}. {B/G}, {T}: Add {B}{B}, {B}{G}, or {G}{G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                           |
| <div> <div>Underground Mortuary</div> </div> <div>Land -- Swamp Forest</div> <div> <p>{T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unearth</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urborg, Tomb of Yawgmoth</div> </div> <div>Legendary Land</div> <div> <p>Each land is a Swamp in addition to its other land types.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                       | <div> <div>Urza's Saga</div> </div> <div>Enchantment Land -- Urza's Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/> I -- This Saga gains "{T}: Add {C}."<br/> II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/> III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Verdant Catacombs</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Wall of Roots</b> <span>①Ⓞ</span><br><hr/> Creature -- Plant Wall<br><hr/> Defender<br>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Wight of the Reliquary</b> <span>ⒷⓄ</span><br><hr/> Creature -- Zombie Knight<br><hr/> Vigilance<br>This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Wild Growth</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant land<br>Whenever enchanted land is tapped for mana, its controller adds an additional {G}. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <b>Windswept Heath</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  | <b>Wooded Foothills</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    | <b>Woodland Cemetery</b><br><hr/> Land<br><hr/> This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                             |

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| <div>Worldly Tutor</div> <div>Instant</div> <div>Search your library for a creature card, reveal it, then shuffle and put the card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Yavimaya, Cradle of Growth</div> <div>Legendary Land</div> <div>Each land is a Forest in addition to its other land types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Yawgmoth, Thran Physician</div> <div>Legendary Creature -- Human Cleric</div> <div>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Grist, the Hunger Tide</div> <div>Legendary Planeswalker -- Grist</div> <div>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div> <div>[sideboard]</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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