Accursed Marauder {1}{B}

Creature -- Zombie Warrior

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arna Kennerüd, Skycaptain {2}{W}{U}{B}

Legendary Creature -- Human Knight

Flying, lifelink
Ward--Discard a card.
Whenever a modified creature you control attacks, double the number of each kind of counter on it. Then for each nontoken permanent attached to it, create a token that's a copy of that permanent attached to that creature.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birthing Ritual {1}{G}

Enchantment

At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bountiful Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle.
Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chthonian Nightmare {1}{B}

Enchantment

When this enchantment enters, you get {E}{E}{E} (three energy counters).
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. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Colossal Dreadmask {4}{G}{G}

Artifact -- Equipment

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +6/+6 and has trample.
Equip {3}{G}{G}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coram, the Undertaker {1}{B}{R}{G}

Legendary Creature -- Human Warrior

Coram gets +X/+0, where X is the greatest power among creature cards in all graveyards.
Whenever Coram attacks, each player mills a card.
During each of your turns, you may play a land and cast a spell from among cards in graveyards that were put there from libraries this turn.

[sideboard]

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corrupted Shapeshifter {3}{U}

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]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Corrupted Shapeshifter 3U

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]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corrupted Shapeshifter 3U

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]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Wombat BG

Creature -- Nightmare Wombat

{2}{B}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)
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."

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Wombat BG

Creature -- Nightmare Wombat

{2}{B}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)
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."

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Wombat BG

Creature -- Nightmare Wombat

{2}{B}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)
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."

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cyclops Superconductor 1UR

Creature -- Cyclops Wizard

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When this creature enters, you get {E}{E}{E} (three energy counters).
When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target.

[sideboard]

2/2

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deem Inferior 3U

Sorcery

This spell costs {1} less to cast for each card you've drawn this turn.
The owner of target nonland permanent puts it into their library second from the top or on the bottom.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Disruptor Flute {2}

Artifact

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Distinguished Conjurer {1}{W}

Creature -- Human Wizard

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.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Distinguished Conjurer {1}{W}

Creature -- Human Wizard

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.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dog Umbra {1}{W}

Enchantment -- Aura

Flash
Enchant creature
As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dog Umbra {1}{W}

Enchantment -- Aura

Flash
Enchant creature
As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Echoes of Eternity {3}{C}{C}{C}

Kindred Enchantment -- Eldrazi

If a triggered ability of a colorless spell you control or another colorless permanent you control triggers, that ability triggers an additional time.
Whenever you cast a colorless spell, copy it. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldrazi Repurposer {2}{G}

Creature -- Eldrazi Drone

Devoid (This card has no color.)
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}."

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldrazi Repurposer {2}{G}

Creature -- Eldrazi Drone

Devoid (This card has no color.)
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}."

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Essence Reliquary (2)(W)

Artifact

{T}: Return another target permanent you control and all Auras you control attached to it to their owner's hand. Activate only during your turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faithful Watchdog (G)(W)

Creature -- Dog

Vigilance
This creature enters with three +1/+1 counters on it.

[sideboard]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fangs of Kalonia (1)(G)

Sorcery

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on each creature that had a +1/+1 counter put on it this way.
Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fell the Profane (2)(B)(B)

Instant

Destroy target creature or planeswalker.

[sideboard]

- - - BACK FACE - - -

Fell Mire

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foreboding Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foreboding Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galvanic Discharge (R)

Instant

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gift of the Viper {G}

Instant

Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grist, Voracious Larva {G}

Legendary Creature -- Insect

Deathtouch
Whenever Grist or another creature you control enters, if it entered from your graveyard or you cast it from your graveyard, you may pay {G}. If you do, exile Grist, then return it to the battlefield transformed under its owner's control.

[sideboard]

1/2

- - - BACK FACE - - -

Grist, the Plague Swarm

Legendary Planeswalker -- Grist

[+1]: Create a 1/1 black and green Insect creature token, then mill two cards. Put a deathtouch counter on the token if a black card was milled this way.
[-2]: Destroy target artifact or enchantment.
[-6]: For each creature card in your graveyard, create a token that's a copy of it, except it's a 1/1 black and green Insect.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horrid Shadowspinner {1}{U}{B}

Creature -- Horror

Lifelink
Whenever this creature attacks, you may draw cards equal to its power. If you do, discard that many cards.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Indebted Spirit {W}

Enchantment Creature -- Spirit

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.)
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.)
Enchanted creature gets +1/+1 and has afterlife 1.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspired Inventor {2}{W}

Creature -- Human Artificer

When this creature enters, choose one --
* You get {E}{E}{E} (three energy counters).
* Put a +1/+1 counter on target creature.
* Create a 1/1 colorless Servo artifact creature token.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inventor's Axe {R}

Artifact -- Equipment

Flash
When this Equipment enters, you get {E}{E} (two energy counters).
When this Equipment enters, attach it to target creature you control.
Equipped creature gets +2/+0.
Equip--Pay {E}{E}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inventor's Axe {R}

Artifact -- Equipment

Flash
When this Equipment enters, you get {E}{E} (two energy counters).
When this Equipment enters, attach it to target creature you control.
Equipped creature gets +2/+0.
Equip--Pay {E}{E}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kenjinsakura - Limited (Limited Super Qualifier) sheet 5/11 - 8 cards - 2.5 x 3.5 in each

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Kozilek's Unsealing {2}{U}

Enchantment

Devoid (This card has no color.)
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}."
Whenever you cast a creature spell with mana value 7 or greater, draw three cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malevolent Rumble {1}{G}

Sorcery

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}."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mandibular Kite {W}

Artifact -- Equipment

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +1/+1 and has flying.
Equip {3}{W}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marionette Apprentice {1}{B}

Creature -- Human Artificer

Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)
Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meltdown {X}{R}

Sorcery

Destroy each artifact with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meteoric Mace {4}{R}{R}

Artifact -- Equipment

Equipped creature gets +4/+0 and has trample.
Equip {4}
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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mogg Mob {R}{R}{R}

Creature -- Goblin

Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muster the Departed {2}{W}

Enchantment

When this enchantment enters, create a 1/1 white Spirit creature token with flying.
Morbid -- At the beginning of your end step, if a creature died this turn, populate. (Create a token that's a copy of a creature token you control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Nadier's Nightblade {2}{B}

Creature -- Elf Warrior

Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nesting Grounds

Land

{T}: Add {C}.
{1}, {T}: Move a counter from target permanent you control onto a second target permanent. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nightshade Dryad {1}{G}

Creature -- Dryad

Deathtouch
{T}: Add {C}.
{T}: Add one mana of any color.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nyxborn Hydra {X}{G}

Enchantment Creature -- Hydra

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.)
Reach, trample
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.

[sideboard]

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ondu Knotmaster {2}{W}{B}

Creature -- Kor Rogue

Lifelink
Whenever another modified creature you control dies, put two +1/+1 counters on this creature.

[sideboard]

2/2

- - - ADVENTURE - - -

Throw a Line {W}{B}

Sorcery -- Adventure

Distribute two +1/+1 counters among one or two target creatures. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path of Annihilation {3}{G}

Enchantment

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primal Prayers {2}{G}{G}

Enchantment

When this enchantment enters, you get {E}{E} (two energy counters).
You may cast creature spells with mana value 3 or less by paying {E} rather than paying their mana costs. If you cast a spell this way, you may cast it as though it had flash.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Propagator Drone {1}{G}

Creature -- Eldrazi Drone

Devoid (This card has no color.)
Creature tokens you control have evolve. (They have "Whenever a creature you control enters, if it has greater power or toughness than this token, put a +1/+1 counter on this token." They see this creature enter.)
{3}{G}: Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kenjinsakura - Limited (Limited Super Qualifier) sheet 7/11 - 8 cards - 2.5 x 3.5 in each

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Retrofitted Transmogrant {B}

Artifact Creature -- Zombie

{3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rosecot Knight {4}{W}

Creature -- Human Knight

Vigilance
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.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sage of the Unknowable {1}{U}

Creature -- Human Wizard

{T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sarpadian Simulacrum {R}

Artifact Creature -- Goblin

Haste
{3}{R}, Sacrifice this creature: It deals 4 damage to target creature.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scurrilous Sentry {3}{B}

Creature -- Human Knight Rogue

Menace
Whenever this creature enters or attacks, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serum Visionary {2}{U}

Creature -- Vedalken Wizard

When this creature enters, draw a card, then scry 2.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serum Visionary {2}{U}

Creature -- Vedalken Wizard

When this creature enters, draw a card, then scry 2.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smelted Chargebug {1}{R}

Artifact Creature -- Insect

Menace
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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kenjinsakura - Limited (Limited Super Qualifier) sheet 8/11 - 8 cards - 2.5 x 3.5 in each

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Snapping Voidcraw {1}{G}{U}

Creature -- Eldrazi Turtle

Devoid (This card has no color.)
{T}: Add {C}{C}.
{3}{C}, {T}: Draw a card.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Wastes

Basic Snow Land

{T}: Add {C}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solstice Zealot {2}{W}

Creature -- Rhino Cleric

When this creature enters, you get {E}{E} (two energy counters).
{T}, Pay {E}: Tap target creature.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tamiyo Meets the Story Circle {1}{U}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -2/-0 until end of turn.
II -- Discard any number of cards, then investigate twice for each card discarded this way.
III -- Shuffle up to three target cards from your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Territory Culler {4}{G}

Creature -- Eldrazi

Devoid (This card has no color.)
Reach
Landfall -- Whenever a land you control enters, look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand. If you don't put the card into your hand, you may put it into your graveyard.

[sideboard]

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Charm {1}{W}

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Thriving Skyclaw {2}{R}{R}

Creature -- Cat Dragon

Flying
When this creature enters, you get {E}{E}{E} (three energy counters).
Whenever this creature attacks, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on it.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Triton Wavebreaker {U}

Enchantment Creature -- Merfolk Wizard

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.)
Enchanted creature gets +1/+1 and has prowess.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tune the Narrative {U}

Instant

Draw a card. You get {E}{E} (two energy counters).

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unfathomable Truths {4}{U}

Instant

Devoid (This card has no color.)
Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstable Amulet {1}{R}

Artifact

When this artifact enters, you get {E}{E} (two energy counters).
Whenever you cast a spell from anywhere other than your hand, this artifact deals 1 damage to each opponent.
{T}, Pay {E}{E}: Exile the top card of your library. You may play it until you exile another card with this artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warped Tusker {7}

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}{G} ({2}{G}, Discard this card: Draw a card.)

[sideboard]

6/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wirewood Symbiote {G}

Creature -- Insect

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kenjinsakura - Limited (Limited Super Qualifier) sheet 10/11 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Witch Enchanter {3}{W}

Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

[sideboard]

2/2

- - - BACK FACE - - -

Witch-Blessed Meadow

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wither and Bloom {1}{B}

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worn Powerstone {3}

Artifact

This artifact enters tapped.
{T}: Add {C}{C}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wurmcoil Larva {3}{B}{B}

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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