

Aerie Auxiliary (3)(W) Creature -- Bird Soldier Flying When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.) [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of the Ruins (5)(W)(W) Artifact Creature -- Angel Flying When this creature enters, exile up to two target artifacts and/or enchantments. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) [sideboard] <div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brainsurge (2)(U) Instant Draw four cards, then put two cards from your hand on top of your library in any order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cephalid Coliseum Land {T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Consign to Memory (U) Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cyclops Superconductor (1)(U)(R) 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] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cyclops Superconductor (1)(U)(R) 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] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deceptive Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Deceptive Landscape</div> <div>Land</div> <div> {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.) </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Disciple of Freyalise 3GGG</div> <div>Creature -- Elf Druid</div> <div> When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power. </div> <div>[sideboard]</div> <div>3/3</div> <div>----- BACK FACE -----</div> <div>Garden of Freyalise</div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Dreamdrinker Vampire 1B</div> <div>Creature -- Vampire</div> <div> Lifelink {1}{B}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.) Whenever one or more +1/+1 counters are put on this creature, it gains menace until end of turn. </div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Drossclaw 1B</div> <div>Artifact -- Equipment</div> <div> 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. Whenever equipped creature attacks, each opponent loses 1 life. Equip {2} </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Drownyard Lurker 7</div> <div>Creature -- Eldrazi Trilobite</div> <div> Vigilance When you cast or cycle Drownyard Lurker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Cycling {2}{U} ({2}{U}, Discard this card: Draw a card.) </div> <div>[sideboard]</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Eldrazi Repurposer 2G</div> <div>Creature -- Eldrazi Drone</div> <div> 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}." </div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Eldrazi Repurposer 2G</div> <div>Creature -- Eldrazi Drone</div> <div> 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}." </div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Emrakul's Messenger 1U</div> <div>Creature -- Eldrazi Faerie Rogue</div> <div> Devoid (This card has no color.) Flying Whenever you draw your second card each turn, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." </div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Essence Reliquary</div><div>2W</div></div> <div>Artifact</div> <div><p>{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.</p></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Etched Slith</div><div>1B</div></div> <div>Artifact Creature -- Phyrexian Slith</div> <div><p>Menace</p><p>Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. When you do, you may remove a counter from another target permanent or opponent.</p></div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Eviscerator's Insight</div><div>1B</div></div> <div>Instant</div> <div><p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p><p>Draw two cards.</p><p>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</p></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Expanding Ooze</div><div>1BG</div></div> <div>Creature -- Ooze</div> <div><p>{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p><p>Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)</p></div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Expanding Ooze</div><div>1BG</div></div> <div>Creature -- Ooze</div> <div><p>{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p><p>Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)</p></div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Expel the Unworthy</div><div>1W</div></div> <div>Sorcery</div> <div><p>Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)</p><p>Choose target creature with mana value 3 or less. If this spell was kicked, instead choose target creature. Exile the chosen creature, then its controller gains life equal to its mana value.</p></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fell the Profane</div><div>2BB</div></div> <div>Instant</div> <div><p>Destroy target creature or planeswalker.</p></div> <div>[sideboard]</div> <div>----- BACK FACE -----</div> <div><div>Fell Mire</div><div>Land</div></div> <div><p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p><p>{T}: Add {B}.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fetid Gargantua</div><div>4B</div></div> <div>Creature -- Horror</div> <div><p>{2}{B}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p><p>Whenever one or more +1/+1 counters are put on this creature, you may draw two cards. If you do, you lose 2 life.</p></div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Foreboding Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Forest </div> <div> Basic Land -- Forest </div> <div> <p>({T}: Add {G}.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Gift of the Viper </div> <div> Instant </div> <div> <p>Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Grist, Voracious Larva </div> <div> Legendary Creature -- Insect </div> <div> <p>Deathtouch</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> </div> <div> <div>BACK FACE</div> </div> <div> Grist, the Plague Swarm </div> <div> Legendary Planeswalker -- Grist </div> <div> <p>[+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.</p> <p>[-2]: Destroy target artifact or enchantment.</p> <p>[-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.</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Horrific Assault </div> <div> Sorcery </div> <div> <p>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. If you control an Eldrazi, you gain 3 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Hydroelectric Specimen </div> <div> Creature -- Weird </div> <div> <p>Flash</p> <p>When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</p> <p>[sideboard]</p> </div> <div> <div>1/4</div> </div> <div> <div>BACK FACE</div> </div> <div> Hydroelectric Laboratory </div> <div> Land </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Inventor's Axe </div> <div> Artifact -- Equipment </div> <div> <p>Flash</p> <p>When this Equipment enters, you get {E}{E} (two energy counters).</p> <p>When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0.</p> <p>Equip--Pay {E}{E}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Inventor's Axe </div> <div> Artifact -- Equipment </div> <div> <p>Flash</p> <p>When this Equipment enters, you get {E}{E} (two energy counters).</p> <p>When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0.</p> <p>Equip--Pay {E}{E}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - Monsieur_Verdoux - Limited (Limited Super Qualifier)

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.

sheet 4/11 - 8 cards - 2.5 x 3.5 in each

Island <hr/> Basic Land -- Island <hr/> ({T}: Add {U}.) [sideboard]	Jolted Awake W <hr/> Sorcery Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard]	Jolted Awake W <hr/> Sorcery Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard]	Lethal Throwdown B <hr/> Sorcery As an additional cost to cast this spell, sacrifice a creature or sacrifice a modified creature. (Equipment, Auras you control, and counters are modifications.) Destroy target creature or planeswalker. If the modified creature was sacrificed, draw a card. [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Malevolent Rumble 1G <hr/> 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]	Malevolent Rumble 1G <hr/> 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]	Malevolent Rumble 1G <hr/> 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]	Marionette Apprentice 1B <hr/> 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]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	<div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Meteoric Mace 4RR </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +4/+0 and has trample.</p> <p>Equip {4}</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Mogg Mob RRR </div> <div>Creature -- Goblin</div> <div> <p>Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Molten Gatekeeper 2R </div> <div>Artifact Creature -- Golem</div> <div> <p>Whenever another creature you control enters, this creature deals 1 damage to each opponent.</p> <p>Unearth {R} ({R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Nadier's Nightblade 2B </div> <div>Creature -- Elf Warrior</div> <div> <p>Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Obstinate Gargoyle 1WB </div> <div>Artifact Creature -- Gargoyle</div> <div> <p>This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.)</p> <p>Persist (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.)</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Pinnacle Monk 3RR </div> <div>Creature -- Djinn Monk</div> <div> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> <div> <div>----- BACK FACE -----</div> <div> Mystic Peak </div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> Plains </div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Primal Prayers 2GG </div> <div>Enchantment</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> Quest for the Necropolis </div> <div> Enchantment </div> <div> <p>Landfall -- Whenever a land you control enters, put a quest counter on this enchantment.</p> <p>{5}{B}, Sacrifice this enchantment: Put target creature card from a graveyard onto the battlefield under your control. This ability costs {1} less to activate for each quest counter on this enchantment. Activate only as a sorcery.</p> </div> <div> <div></div> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Retrofitted Transmogrator </div> <div> Artifact Creature -- Zombie </div> <div> <p>{3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it.</p> </div> <div> <div></div> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Riddle Gate Gargoyle </div> <div> Artifact Creature -- Gargoyle </div> <div> <p>Flying</p> <p>When this creature enters, you get {E}{E}{E} (three energy counters). Whenever you attack, you may pay {E}{E}. When you do, target creature you control gains lifelink until end of turn.</p> </div> <div> <div></div> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Riddle Gate Gargoyle </div> <div> Artifact Creature -- Gargoyle </div> <div> <p>Flying</p> <p>When this creature enters, you get {E}{E}{E} (three energy counters). Whenever you attack, you may pay {E}{E}. When you do, target creature you control gains lifelink until end of turn.</p> </div> <div> <div></div> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Rosecot Knight </div> <div> Creature -- Human Knight </div> <div> <p>Vigilance</p> <p>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.</p> </div> <div> <div></div> </div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Rush of Inspiration </div> <div> Instant </div> <div> <p>Draw two cards. Then discard a card at random unless you pay {E}{E} (two energy counters).</p> </div> <div> <div></div> </div> <div> <div>0/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sage of the Unknowable </div> <div> Creature -- Human Wizard </div> <div> <p>{T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability.</p> </div> <div> <div></div> </div> <div> <div>0/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sage of the Unknowable </div> <div> Creature -- Human Wizard </div> <div> <p>{T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability.</p> </div> <div> <div></div> </div> <div> <div>0/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

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] <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seething Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadow of the Second Sun (4)(U)(U) Enchantment -- Aura Enchant player At the beginning of each of enchanted player's postcombat main phases, there is an additional beginning phase after this phase. (The end step happens after the added untap, upkeep, and draw steps.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shattered Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sheltering Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shilgengar, Sire of Famine (3)(B)(B) Legendary Creature -- Elder Demon Flying Sacrifice another creature: Create a Blood token. If you sacrificed an Angel this way, create a number of Blood tokens equal to its toughness instead. {W/B}{W/B}{W/B}, Sacrifice six Blood tokens: Return each creature card from your graveyard to the battlefield with a finality counter on it. Those creatures are Vampires in addition to their other types. [sideboard] <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shrieking Drake (U) Creature -- Drake Flying When this creature enters, return a creature you control to its owner's hand. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siege Smash (1)(R) Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose one -- * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skoa, Embermage (4)(R)(R) Legendary Creature -- Goblin Wizard When Skoa enters, it deals 4 damage to any target. Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target. [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sneaky Snacker (U)(B) Creature -- Faerie Rogue Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped. [sideboard] <div>2/1</div> 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] <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spawn-Gang Commander (3)(R)(R) Creature -- Eldrazi Goblin Devoid (This card has no color.) When you cast this spell, create three 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." {1}{C}, Sacrifice an Eldrazi: This creature deals 2 damage to any target. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Static Prison (W) Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}. [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strix Serenade (U) Instant Counter target artifact, creature, or planeswalker spell. Its controller creates a 2/2 blue Bird creature token with flying. [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tempest Harvester (1)(U) Creature -- Merfolk Wizard When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Draw a card, then discard a card. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G

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.

[sidebar]

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 C G

Devoid (This card has no color.)
When you cast this spell, exile up to one target noncreature, nonland permanent an opponent controls with mana value 4 or less. If you do, Thief of Existence gains "When this creature leaves the battlefield, target opponent draws a card."

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

④ ⑤

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}."

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

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

③ U/B

Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.

[sidebar]

- - - BACK FACE - -

Land

This land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

<div> <div>Wither and Bloom</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Target creature gets -3/-3 until end of turn.</p> <p>{1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wooded Foothills</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wumpus Aberration</div> <div> <div>3</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Beast</div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield.</p> <p>Trample</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wurmcoil Larva</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> <p>Deathtouch, lifelink</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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