

<div> <div> Accursed Marauder <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Warrior</div> <div> <p>When this creature enters, each player sacrifices a nontoken creature of their choice.</p> <p>[sideboard]</p> </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> Aerie Auxiliary <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Bird Soldier</div> <div> <p>Flying</p> <p>When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Aether Spike <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose target spell. You get {E}{E} (two energy counters), then you may pay any amount of {E}. Counter that spell unless its controller pays {1} for each {E} paid this way.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Arcbound Condor <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Artifact Creature -- Bird</div> <div> <p>Flying</p> <p>Modular 3 (This creature enters with three +1/+1 counters on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> <p>Whenever another artifact you control enters, target creature an opponent controls gets -1/-1 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Barbarian Ring </div> <div> <div>Land</div> <div> <p>{T}: Add {R}. This land deals 1 damage to you.</p> <p>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Charitable Levy <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Noncreature spells cost {1} more to cast.</p> <p>Whenever a player casts a noncreature spell, put a collection counter on this enchantment. Then if there are three or more collection counters on it, sacrifice it. If you do, draw a card, then you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Colossal Dreadmask <div> <div>4</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Artifact -- Equipment</div> <div> <p>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)</p> <p>Equipped creature gets +6/+6 and has trample.</p> <p>Equip {3}{G}{G}</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Conduit Goblin <div> <div>R</div> <div>W</div> </div> </div> <div> <div>Creature -- Goblin Warrior</div> <div> <p>When this creature enters, you get {E}{E} (two energy counters). At the beginning of combat on your turn, you may pay {E}. If you do, another target creature you control gets +1/+0 and gains haste until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> <div>Consign to Memory</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> 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. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Contaminated Landscape</div> </div> <div> <div>Land</div> <div> {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {W}{U}{B} ({W}{U}{B}), Discard this card: Draw a card.) </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Contaminated Landscape</div> </div> <div> <div>Land</div> <div> {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {W}{U}{B} ({W}{U}{B}), Discard this card: Draw a card.) </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Corrupted Shapeshifter</div> <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Creature -- Eldrazi Shapeshifter</div> <div> 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. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>*/*</div> </div>
<div> <div>Cursed Mirror</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Artifact</div> <div> {T}: Add {R}. As this artifact enters, you may have it become a copy of any creature on the battlefield until end of turn, except it has haste. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Deceptive Landscape</div> </div> <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> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Deep Analysis</div> <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Disciple of Freyalise</div> <div> <div>3</div> <div>G</div> <div>G</div> <div>G</div> </div> </div> <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> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>3/3</div> </div> <div> <div>----- BACK FACE -----</div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Disruptor Flute</div><div><div>2</div></div></div> <div>Artifact</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Dog Umbra</div><div><div>1</div><div>W</div></div></div> <div>Enchantment -- Aura</div> <div>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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Dreadmobile</div><div><div>2</div><div>B</div></div></div> <div>Artifact -- Vehicle</div> <div>Menace {1}, Sacrifice another artifact or creature: Put a +1/+1 counter on this Vehicle. 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.)</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Dreamtide Whale</div><div><div>2</div><div>U</div></div></div> <div>Creature -- Whale</div> <div>Vanishing 2 (This creature enters with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.) Whenever a player casts their second spell each turn, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div> <div>[sideboard]</div> <div>7/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Drowner of Truth</div><div><div>5</div><div>6/U</div><div>6/U</div></div></div> <div>Creature -- Eldrazi</div> <div>Devoid (This card has no color.) When you cast this spell, if {C} was spent to cast it, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> <div>[sideboard]</div> <div>7/6</div> <div>----- BACK FACE -----</div> <div><div>Drowned Jungle</div><div></div></div> <div>Land</div> <div>This land enters tapped. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Eldrazi Repurposer</div><div><div>2</div><div>G</div></div></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><div>Electrozoa</div><div><div>2</div><div>U</div></div></div> <div>Creature -- Jellyfish</div> <div>Flash Flying When this creature enters, you get {E}{E} (two energy counters). At the beginning of your first main phase, tap this creature unless you pay {E}.</div> <div>[sideboard]</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Eviscerator's Insight (1)(B)</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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Expel the Unworthy (1)(W)</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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Faithful Watchdog (G)(W)</div> <div>Creature -- Dog</div> <div> <p>Vigilance</p> <p>This creature enters with three +1/+1 counters on it.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Faithful Watchdog (G)(W)</div> <div>Creature -- Dog</div> <div> <p>Vigilance</p> <p>This creature enters with three +1/+1 counters on it.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Fanged Flames (1)(R)</div> <div>Sorcery</div> <div> <p>Devoid (This card has no color.)</p> <p>Fanged Flames deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<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>	<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>	<div> <div>Fowl Strike (1)(G)</div> <div>Instant</div> <div> <p>Destroy target creature with flying.</p> <p>Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

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] <div>2/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Genku, Future Shaper (2)(W)(U) Legendary Creature -- Moonfolk Wizard Whenever another nontoken permanent you control leaves the battlefield, choose one that hasn't been chosen this turn. Create a creature token with those characteristics. * 2/2 white Fox with vigilance. * 1/2 blue Moonfolk with flying. * 1/1 black Rat with lifelink. {3}{W}{U}: Put a +1/+1 counter on each creature you control. [sideboard] <div>2/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gift of the Viper (G) Instant Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it. [sideboard] <div>2/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gift of the Viper (G) Instant Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it. [sideboard] <div>2/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Glaring Fleshrazer (2)(C) Creature -- Eldrazi Drone Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glaring Fleshrazer (2)(C) Creature -- Eldrazi Drone Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimpse the Impossible (2)(R) Sorcery Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}." [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimpse the Impossible (2)(R) Sorcery Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}." [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Horrific Assault</div> <div> <div>6</div> </div> </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>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Hydra Trainer</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Human Warrior</div> <div> <p>You may exert this creature as it attacks. When you do, target creature gets +X/+X until end of turn, where X is the number of counters on permanents you control. (An exerted creature won't untap during your next untap step.)</p> <p>{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Jolted Awake</div> <div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> <p>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Kozilek's Unsealing</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Enchantment</div> <div> <p>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}."</p> <p>Whenever you cast a creature spell with mana value 7 or greater, draw three cards.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Metastatic Evangel</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Phyrexian Human Cleric</div> <div> <p>Whenever another nontoken creature you control enters, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Mountain</div> </div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.)</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Muster the Departed</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>When this enchantment enters, create a 1/1 white Spirit creature token with flying.</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Nightshade Dryad</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Dryad</div> <div> <p>Deathtouch</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Null Elemental Blast (C) <hr/> Instant <hr/> Choose one -- * Counter target multicolored spell. * Destroy target multicolored permanent. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Nyxborn Unicorn (1)(W) <hr/> Enchantment Creature -- Unicorn <hr/> Bestow {3}{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.) Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) Enchanted creature gets +2/+2 and has mentor. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Ocelot Pride (W) <hr/> Creature -- Cat <hr/> First strike, lifelink Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Phelia, Exuberant Shepherd (1)(W) <hr/> Legendary Creature -- Dog <hr/> Flash Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
Phyrexian Tower <hr/> Legendary Land <hr/> {T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Plains <hr/> Basic Land -- Plains <hr/> ({T}: Add {W}.) [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Planar Genesis (G)(U) <hr/> Instant <hr/> Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Planar Genesis (G)(U) <hr/> Instant <hr/> Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Playtest cards - RNAPBP1 - 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 7/11 - 8 cards - 2.5 x 3.5 in each

<div> Propagator Drone 16 </div> <div> Creature -- Eldrazi Drone </div> <div> <p>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.)</p> <p>{3}{G}: Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Refurbished Familiar 3B </div> <div> Artifact Creature -- Zombie Rat </div> <div> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</p> <p>Flying</p> <p>When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Retrofitted Transmogrant B </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> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Rosecot Knight 4W </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> <p>[sideboard]</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Sage of the Unknowable 1U </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> <p>[sideboard]</p> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sarpadian Simulacrum R </div> <div> Artifact Creature -- Goblin </div> <div> <p>Haste</p> <p>{3}{R}, Sacrifice this creature: It deals 4 damage to target creature.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sheltering Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Shrieking Drake U </div> <div> Creature -- Drake </div> <div> <p>Flying</p> <p>When this creature enters, return a creature you control to its owner's hand.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - RNAPBP1 - 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 8/11 - 8 cards - 2.5 x 3.5 in each

<div><div>Skittering Precursor</div><div><div>2</div><div>R</div></div></div> <div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.) Menace Whenever you sacrifice a nontoken permanent, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>[sideboard]</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snapping Voidcraw</div><div><div>1</div><div>G</div><div>U</div></div></div> <div><div>Creature -- Eldrazi Turtle</div><div>Devoid (This card has no color.) {T}: Add {C}{C}. {3}{C}, {T}: Draw a card.</div><div>[sideboard]</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sneaky Snacker</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Faerie Rogue</div><div>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div><div>[sideboard]</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Wastes</div></div> <div><div>Basic Snow Land</div><div>{T}: Add {C}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Swamp</div></div> <div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tamiyo, Inquisitive Student</div></div> <div><div>Card</div><div>[sideboard]</div><div>----- OTHER FACE -----</div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tempest Harvester</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Draw a card, then discard a card.</div><div>[sideboard]</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Territory Culler</div><div><div>4</div><div>G</div></div></div> <div><div>Creature -- Eldrazi</div><div>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.</div><div>[sideboard]</div><div><div>7/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Tune the Narrative</div> <div>Instant</div> <div> Draw a card. You get {E}{E} (two energy counters). </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tune the Narrative</div> <div>Instant</div> <div> Draw a card. You get {E}{E} (two energy counters). </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Utter Insignificance</div> <div>Enchantment -- Aura</div> <div> Flash Enchant creature Enchanted creature loses all abilities and has base power and toughness 1/1. {2}{C}: Exile enchanted creature. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Voltstorm Angel</div> <div>Creature -- Angel</div> <div> Flying When this creature enters, you get {E}{E}{E} (three energy counters). At the beginning of combat on your turn, you may pay {E}{E}. When you do, choose one -- * This creature gains vigilance and lifelink until end of turn. * Other creatures you control get +1/+1 until end of turn. </div> <div>[sideboard]</div> <div> <div>4/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
<div> <div>Voltstorm Angel</div> <div>Creature -- Angel</div> <div> Flying When this creature enters, you get {E}{E}{E} (three energy counters). At the beginning of combat on your turn, you may pay {E}{E}. When you do, choose one -- * This creature gains vigilance and lifelink until end of turn. * Other creatures you control get +1/+1 until end of turn. </div> <div>[sideboard]</div> <div> <div>4/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Wastescape Battlemage</div> <div>Creature -- Eldrazi Wizard</div> <div> Kicker {G} and/or {1}{U} When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls. When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand. </div> <div>[sideboard]</div> <div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Wing It</div> <div>Instant</div> <div> Target creature gets +2/+2 until end of turn. Put a flying counter on it. Scry 1. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Wirewood Symbiote</div> <div>Creature -- Insect</div> <div> Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn. </div> <div>[sideboard]</div> <div> <div>1/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>

Playtest cards - RNAPBP1 - 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 10/11 - 8 cards - 2.5 x 3.5 in each

Witch Enchanter

3W

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 PLAYbotbox.dev

Wooded Foothills

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Writhing Chrysalis

2RG

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."
Reach
Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Writhing Chrysalis

2RG

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."
Reach
Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - RNAPBP1 - Limited (Limited Super Qualifier)

sheet 11/11 - 4 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;

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