

<div><div><div>Birthing Ritual</div><div>1G</div></div><div>Enchantment</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bloodstained Mire</div><div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Boggart Trawler</div><div>2B</div></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>[sideboard]</div><div>3/1</div><div>BACK FACE</div><div><div><div>Boggart Bog</div><div></div></div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bountiful Landscape</div><div></div></div><div>Land</div><div>{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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Bountiful Landscape</div><div></div></div><div>Land</div><div>{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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Breathe Your Last</div><div>1BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker. You gain 1 life for each of its colors.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bridgeworks Battle</div><div>2G</div></div><div>Sorcery</div><div>Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)</div><div>[sideboard]</div><div>BACK FACE</div><div><div><div>Tanglespan Bridgeworks</div><div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Cephalid Coliseum</div><div></div></div><div>Land</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<p>Colossal Dreadmask (4)(G)(G)</p> <p>Artifact -- Equipment</p> <p>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}</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Colossal Dreadmask (4)(G)(G)</p> <p>Artifact -- Equipment</p> <p>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}</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Colossal Dreadmask (4)(G)(G)</p> <p>Artifact -- Equipment</p> <p>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}</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Conduit Goblin (R)(W)</p> <p>Creature -- Goblin Warrior</p> <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> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Corrupted Shapeshifter (3)(U)</p> <p>Creature -- Eldrazi Shapeshifter</p> <p>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.</p> <p>[sideboard]</p> <p>*/*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Crabomination (4)(B)(B)</p> <p>Creature -- Crab Demon</p> <p>Emerge from artifact {5}{B}{B} (You may cast this spell by sacrificing an artifact and paying the emerge cost reduced by that artifact's mana value.) When this creature enters, target opponent exiles the top card of their library, a card at random from their graveyard, and a card at random from their hand. You may cast a spell from among cards exiled this way without paying its mana cost.</p> <p>[sideboard]</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Cranial Ram (B)(R)</p> <p>Artifact -- Equipment</p> <p>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +X/+1, where X is the number of artifacts you control. Equip {2}</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Cyclops Superconductor (1)(U)(R)</p> <p>Creature -- Cyclops Wizard</p> <p>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.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Xuxa - Limited (Limited Super Qualifier)

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sheet 3/11 - 8 cards - 2.5 x 3.5 in each

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	Deem Inferior (3)(U) 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	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] <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreamdrinker Vampire (1)(B) Creature -- Vampire 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. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dreamdrinker Vampire (1)(B) Creature -- Vampire 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. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drossclaw (1)(B) 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. Whenever equipped creature attacks, each opponent loses 1 life. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Electrozoa (2)(U) Creature -- Jellyfish 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}. [sideboard] <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolution Witness (2)(G) Creature -- Elf Shaman Mutant {1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Evolution Witness 2G </div> <div> Creature -- Elf Shaman Mutant </div> <div> <p>{1}{G}: 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, return target permanent card from your graveyard to your hand.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Fell the Profane 2BB </div> <div> Instant </div> <div> <p>Destroy target creature or planeswalker.</p> <p>[sideboard]</p> </div> <div> <div>----- BACK FACE -----</div> <div> Fell Mire </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 {B}.</p> </div> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Flare of Duplication 1RR </div> <div> Instant </div> <div> <p>You may sacrifice a nontoken red creature rather than pay this spell's mana cost.</p> <p>Copy target instant or sorcery spell. You may choose new targets for the copy.</p> <p>[sideboard]</p> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Galvanic Discharge R </div> <div> Instant </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Glimpse the Impossible 2R </div> <div> Sorcery </div> <div> <p>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}."</p> <p>[sideboard]</p> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Hope-Ender Coatl 2U </div> <div> Creature -- Eldrazi Snake </div> <div> <p>Devoid (This card has no color.)</p> <p>Flash</p> <p>When you cast this spell, counter target spell an opponent controls unless they pay {1}.</p> <p>Flying</p> <p>[sideboard]</p> </div> <div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> Imskir Iron-Eater 6BBR </div> <div> Legendary Creature -- Demon </div> <div> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</p> <p>When Imskir enters, you draw X cards and you lose X life, where X is half the number of artifacts you control, rounded down.</p> <p>{3}{R}, Sacrifice an artifact: Imskir deals damage equal to the sacrificed artifact's mana value to any target.</p> <p>[sideboard]</p> </div> <div> <div> <div>5/5</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> Island </div> <div> Basic Land -- Island </div> <div> <p>({T}: Add {U}.)</p> <p>[sideboard]</p> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

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Black spells you cast cost {1} less
to cast.
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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Deathtouch
{4}{B}: Each opponent loses 2 life and you gain 2 life. This ability costs {4}{B} less to activate if you've drawn three or more cards this turn. Activate only once each turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Deathtouch
{4}{B}: Each opponent loses 2 life and you gain 2 life. This ability costs {4}{B} less to activate if you've drawn three or more cards this turn. Activate only once each turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

Other creatures have base power and toughness 2/2 and are Bears in addition to their other types.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

GG

Enchant modified creature
(Equipment, Auras its controller
controls, and counters are
modifications.)
Enchanted creature gets +3/+3 and
has reach and vigilance.
Umbral armor (If enchanted creature
would be destroyed, instead remove
all damage from it and destroy this
aura.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RRR

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

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Vortex ③⑥ <hr/> Enchantment <hr/> <p>Whenever you cast a creature spell with power 5 or greater, discover X, where X is that spell's mana value. (Exile cards from the top of your library until you exile a nonland card with that mana value or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Monstrous Vortex ③⑥ <hr/> Enchantment <hr/> <p>Whenever you cast a creature spell with power 5 or greater, discover X, where X is that spell's mana value. (Exile cards from the top of your library until you exile a nonland card with that mana value or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Mountain <hr/> Basic Land -- Mountain <hr/> <p>{T}: Add {R}.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Muster the Departed ②④ <hr/> Enchantment <hr/> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Muster the Departed ②④ <hr/> Enchantment <hr/> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Nyxborn Unicorn ①④ <hr/> Enchantment Creature -- Unicorn <hr/> <p>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.)</p> <p>Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)</p> <p>Enchanted creature gets +2/+2 and has mentor.</p> <p>[sideboard]</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Ophiomancer ②④ <hr/> Creature -- Human Shaman <hr/> <p>At the beginning of each upkeep, if you control no Snakes, create a 1/1 black Snake creature token with deathtouch.</p> <p>[sideboard]</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Path of Annihilation ③⑥ <hr/> Enchantment <hr/> <p>Devoid (This card has no color.)</p> <p>When this enchantment enters, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p> <p>Eldrazi you control have "{T}: Add one mana of any color."</p> <p>Whenever you cast a creature spell with mana value 7 or greater, you gain 4 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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sheet 7/11 - 8 cards - 2.5 x 3.5 in each

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White spells you cast cost {1} less
to cast.
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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Basic Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

B

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

B

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

U

Flying
When this creature enters, you get {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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

U

Flying
When this creature enters, you get
{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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

W

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.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Sage of the Unknowable ①②</div> <div>Creature -- Human Wizard</div> <div> {T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability. </div> <div>[sideboard]</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Seething Landscape</div> <div>Land</div> <div> {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.) </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Serum Visionary ②③</div> <div>Creature -- Vedalken Wizard</div> <div> When this creature enters, draw a card, then scry 2. </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Shattered Landscape</div> <div>Land</div> <div> {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.) </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Shattered Landscape</div> <div>Land</div> <div> {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.) </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Siege Smash ①R</div> <div>Instant</div> <div> 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. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Siege Smash ①R</div> <div>Instant</div> <div> 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. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Solar Transformer ②</div> <div>Artifact</div> <div> This artifact enters tapped. When this artifact enters, you get {E}{E}{E} (three energy counters). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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	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	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	The Creation of Avacyn (1)(B)(B) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Search your library for a card, exile it face down, then shuffle. II -- Turn the exiled card face up. If it's a creature card, you lose life equal to its mana value. III -- You may put the exiled card onto the battlefield if it's a creature card. If you don't put it onto the battlefield, put it into its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Creation of Avacyn (1)(B)(B) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Search your library for a card, exile it face down, then shuffle. II -- Turn the exiled card face up. If it's a creature card, you lose life equal to its mana value. III -- You may put the exiled card onto the battlefield if it's a creature card. If you don't put it onto the battlefield, put it into its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 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

<div> Tranquil Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {G}{W}{U} ({G}{W}{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> Trickster's Elk </div> <div> Enchantment Creature -- Elk </div> <div> <p>Bestow {1}{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.)</p> <p>Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Wing It </div> <div> Instant </div> <div> <p>Target creature gets +2/+2 until end of turn. Put a flying counter on it. Scry 1.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Wurmcoil Larva </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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