

<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> Buried Alive <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Search your library for up to three creature cards, put them into your graveyard, then shuffle.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Consuming Corruption <div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Consuming Corruption deals X damage to target creature or planeswalker and you gain X life, where X is the number of Swamps you control.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Copycrook <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Shapeshifter Rogue</div> <div> <p>You may have this creature enter as a copy of any creature on the battlefield, except it has "Whenever this creature attacks, it connives." (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)</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> Deem Inferior <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> <p>This spell costs {1} less to cast for each card you've drawn this turn.</p> <p>The owner of target nonland permanent puts it into their library second from the top or on the bottom.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Deem Inferior <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> <p>This spell costs {1} less to cast for each card you've drawn this turn.</p> <p>The owner of target nonland permanent puts it into their library second from the top or on the bottom.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Deep Analysis <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Depth Defiler <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.) Kicker {C} (You may pay an additional {C} as you cast this spell.)</p> <p>When you cast this spell, choose one. If it was kicked, choose both instead.</p> <ul style="list-style-type: none"> * Return target creature to its owner's hand. * Target player draws two cards, then discards a card. <p>[sideboard]</p> </div> <div> <div>3/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

1 B

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}

2/1

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① ②

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}."

2/1

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① ⑧

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards.
Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)

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2 W U

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.

2/5

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②③

Devoid (This card has no color.)
Flash
When you cast this spell, counter
target spell an opponent controls
unless they pay {1}.
Flying

2/2

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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

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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

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① ② B

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.

1/2

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Meltdown (X)(R) <hr/> Sorcery <hr/> Destroy each artifact with mana value X or less. [sideboard] <div>1/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nightshade Dryad (1)(G) <hr/> Creature -- Dryad <hr/> Deathtouch {T}: Add {C}. {T}: Add one mana of any color. [sideboard] <div>1/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path of Annihilation (3)(G) <hr/> Enchantment <hr/> 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] <div>4/5</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Petrifying Meddler (4)(U) <hr/> Creature -- Eldrazi <hr/> Devoid (This card has no color.) When you cast this spell, tap up to one target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) Reach [sideboard] <div>4/5</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Petrifying Meddler (4)(U) <hr/> Creature -- Eldrazi <hr/> Devoid (This card has no color.) When you cast this spell, tap up to one target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) Reach [sideboard] <div>4/5</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refurbished Familiar (3)(B) <hr/> Artifact Creature -- Zombie Rat <hr/> Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card. [sideboard] <div>2/1</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refurbished Familiar (3)(B) <hr/> Artifact Creature -- Zombie Rat <hr/> Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card. [sideboard] <div>2/1</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refurbished Familiar (3)(B) <hr/> Artifact Creature -- Zombie Rat <hr/> Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card. [sideboard] <div>2/1</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Finite_ - 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 3/6 - 8 cards - 2.5 x 3.5 in each

B

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

1/1

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① ②

Landfall -- Whenever a land you control enters, you get {E} (an energy counter).

{T}, Pay six {E}: Draw three cards.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Landfall -- Whenever a land you control enters, you get {E} (an energy counter).
{T}, Pay six {E}: Draw three cards.

1/3

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④ ⑤

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

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① ②

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

0/4

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② ③

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

2/2

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U

Flying
When this creature enters, return a creature you control to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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.

1/3

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<div><div><div>Sneaky Snacker</div><div><div>U</div><div>B</div></div></div><div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Toxic Deluge</div><div><div>2</div><div>B</div></div></div><div><div>Sorcery</div><div>As an additional cost to cast this spell, pay X life.</div><div>All creatures get -X/-X until end of turn.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Tune the Narrative</div><div><div>U</div></div></div><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><div><div>Tune the Narrative</div><div><div>U</div></div></div><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><div><div>Ulaek, Fused Atrocity</div><div><div>C/W</div><div>C/U</div><div>C/B</div><div>C/R</div><div>C/G</div></div></div><div><div>Legendary Creature -- Eldrazi</div><div>Devoid (This card has no color.)</div><div>Whenever you cast an Eldrazi spell, you may pay {C}{C}. If you do, copy all spells you control, then copy all other activated and triggered abilities you control. You may choose new targets for the copies. (Mana abilities can't be copied.)</div><div>[sideboard]</div><div><div>2/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Unfathomable Truths</div><div><div>4</div><div>U</div></div></div><div><div>Instant</div><div>Devoid (This card has no color.)</div><div>Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Waterlogged Teachings</div><div><div>3</div><div>U/B</div></div></div><div><div>Instant</div><div>Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.</div><div>[sideboard]</div><div><div>----- BACK FACE -----</div><div><div>Inundated Archive</div><div>Land</div><div>This land enters tapped.</div><div>{T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>

<div><div>Wither and Bloom</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>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.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Wither and Bloom</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>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.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>		