

<div> <div> Accursed Marauder <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Warrior</div> <div> When this creature enters, each player sacrifices a nontoken creature of their choice. </div> <div> <div>[sideboard]</div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Aerie Auxiliary <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Bird Soldier</div> <div> Flying When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.) </div> <div> <div>[sideboard]</div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Amped Raptor <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> First strike When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost. </div> <div> <div>[sideboard]</div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Barbarian Ring </div> <div> <div>Land</div> <div> {T}: Add {R}. This land deals 1 damage to you. 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. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
<div> <div> Boggart Trawler <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Goblin</div> <div> When this creature enters, exile target player's graveyard. </div> <div> <div>[sideboard]</div> <div>3/1</div> </div> <div> <div>----- BACK FACE -----</div> <div> Boggart Bog </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> 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} </div> <div> <div>[sideboard]</div> </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> 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} </div> <div> <div>[sideboard]</div> </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> 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} </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>

<div> Conduit Goblin (R)(W) </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Consign to Memory (U) </div> <div> Instant </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Consuming Corruption (B)(B) </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Contaminated Landscape </div> <div> Land </div> <div> <p>{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.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Cranial Ram (B)(R) </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.) Equipped creature gets +X/+1, where X is the number of artifacts you control. Equip {2}</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Cyclops Superconductor (1)(U)(R) </div> <div> Creature -- Cyclops Wizard </div> <div> <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> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Deep Analysis (3)(U) </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Depth Defiler (3)(U)(U) </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.) When you cast this spell, choose one. If it was kicked, choose both instead. * Return target creature to its owner's hand. * Target player draws two cards, then discards a card.</p> <p>[sideboard]</p> </div> <div> <div>3/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> Devourer of Destiny 5CC </div> <div> Creature -- Eldrazi </div> <div> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.</p> <p>When you cast this spell, exile target permanent that's one or more colors.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dog Umbra 1W </div> <div> Enchantment -- Aura </div> <div> <p>Flash</p> <p>Enchant creature</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dreadmobile 2B </div> <div> Artifact -- Vehicle </div> <div> <p>Menace</p> <p>{1}, Sacrifice another artifact or creature: Put a +1/+1 counter on this Vehicle.</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Eldrazi Repurposer 2G </div> <div> Creature -- Eldrazi Drone </div> <div> <p>Devoid (This card has no color.)</p> <p>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}."</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Electrozoa 2U </div> <div> Creature -- Jellyfish </div> <div> <p>Flash</p> <p>Flying</p> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>At the beginning of your first main phase, tap this creature unless you pay {E}.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Electrozoa 2U </div> <div> Creature -- Jellyfish </div> <div> <p>Flash</p> <p>Flying</p> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>At the beginning of your first main phase, tap this creature unless you pay {E}.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Eviscerator's Insight 1B </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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Expel the Unworthy 1W </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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div>Faithful Watchdog</div><div><div>G</div><div>W</div></div></div> <div><div>Creature -- Dog</div><div>Vigilance This creature enters with three +1/+1 counters on it.</div><div>[sideboard]</div><div><div>0/0</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Fangs of Kalonia</div><div><div>1</div><div>G</div></div></div> <div><div>Sorcery</div><div>Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on each creature that had a +1/+1 counter put on it this way. Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Flare of Fortitude</div><div><div>2</div><div>W</div><div>W</div></div></div> <div><div>Instant</div><div>You may sacrifice a nontoken white creature rather than pay this spell's mana cost. Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Fowl Strike</div><div><div>1</div><div>G</div></div></div> <div><div>Instant</div><div>Destroy target creature with flying. Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.)</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Fowl Strike</div><div><div>1</div><div>G</div></div></div> <div><div>Instant</div><div>Destroy target creature with flying. Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.)</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Gift of the Viper</div><div><div>G</div></div></div> <div><div>Instant</div><div>Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Glimpse the Impossible</div><div><div>2</div><div>R</div></div></div> <div><div>Sorcery</div><div>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}."</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Glimpse the Impossible</div><div><div>2</div><div>R</div></div></div> <div><div>Sorcery</div><div>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}."</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div>Gravedig (1)(B)</div> <div>Sorcery</div> <div>Choose one -- * Target player creates a 2/2 black Zombie creature token. * Return target creature card from your graveyard to your hand. Entwine {2} (Choose both if you pay the entwine cost.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Guide of Souls (W)</div> <div>Creature -- Human Cleric</div> <div>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.</div> <div>[sideboard]</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Horrid Shadowspinner (1)(U)(B)</div> <div>Creature -- Horror</div> <div>Lifelink Whenever this creature attacks, you may draw cards equal to its power. If you do, discard that many cards.</div> <div>[sideboard]</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Horrid Shadowspinner (1)(U)(B)</div> <div>Creature -- Horror</div> <div>Lifelink Whenever this creature attacks, you may draw cards equal to its power. If you do, discard that many cards.</div> <div>[sideboard]</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Horrific Assault (G)</div> <div>Sorcery</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Hydroelectric Specimen (2)(U)</div> <div>Creature -- Weird</div> <div>Flash When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</div> <div>[sideboard]</div> <div>1/4</div> <div>----- BACK FACE -----</div> <div>Hydroelectric Laboratory</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Inspired Inventor (2)(W)</div> <div>Creature -- Human Artificer</div> <div>When this creature enters, choose one -- * You get {E}{E}{E} (three energy counters). * Put a +1/+1 counter on target creature. * Create a 1/1 colorless Servo artifact creature token.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Izzet Generatorium (U)(R)</div> <div>Artifact</div> <div>If you would get one or more {E} (energy counters), you get that many plus one {E} instead. {T}: Draw a card. Activate only if you've paid or lost four or more {E} this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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Black spells you cast cost {1} less
to cast.
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② R

Haste

Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.

Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.

[sidebar]

2/2

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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.

[sidebar]

1/2

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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.)

[sidebar]

3/1

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2 B

When this enchantment enters and whenever you draw your third card each turn, amass Zombies 3. (Put three +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)

[sidebar]

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Land

This land enters tapped unless you control a Plains.
{T}: Add {W}.
{2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
(Artifacts, legendaries, and Sagas are historic.)

[sidebar]

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Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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<div> Nyxborn Unicorn <div> <div>1</div> <div>W</div> </div> </div> <div> Enchantment Creature -- Unicorn </div> <div> <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> <div>[sideboard]</div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Obstinate Gargoyle <div> <div>1</div> <div>W</div> <div>B</div> </div> </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> <div>[sideboard]</div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Ondu Knotmaster <div> <div>2</div> <div>W</div> <div>B</div> </div> </div> <div> Creature -- Kor Rogue </div> <div> <p>Lifelink</p> <p>Whenever another modified creature you control dies, put two +1/+1 counters on this creature.</p> <div>[sideboard]</div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Ondu Knotmaster <div> <div>2</div> <div>W</div> <div>B</div> </div> </div> <div> Creature -- Kor Rogue </div> <div> <p>Lifelink</p> <p>Whenever another modified creature you control dies, put two +1/+1 counters on this creature.</p> <div>[sideboard]</div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Perilous Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</p> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Plains </div> <div> Basic Land -- Plains </div> <div> <p>{T}: Add {W}.)</p> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Planar Genesis <div> <div>G</div> <div>U</div> </div> </div> <div> Instant </div> <div> <p>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.</p> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Proud Pack-Rhino <div> <div>2</div> <div>W</div> </div> </div> <div> Creature -- Rhino </div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> * Put a shield counter on target permanent. (If it would be dealt damage or destroyed, remove a shield counter from it instead.) * Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) <div>[sideboard]</div> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

Playtest cards - dgar_po - 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> Quest for the Necropolis (B) </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> <p>[sideboard]</p> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Reef Worm (3)(U) </div> <div> Creature -- Worm </div> <div> <p>When this creature dies, create a 3/3 blue Fish creature token with "When this token dies, create a 6/6 blue Whale creature token with 'When this token dies, create a 9/9 blue Kraken creature token.'"</p> <p>[sideboard]</p> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Refurbished Familiar (3)(B) </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> Sage of the Unknowable (1)(U) </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> Sevinne's Reclamation (2)(W) </div> <div> Sorcery </div> <div> <p>Return target permanent card with mana value 3 or less from your graveyard to the battlefield. If this spell was cast from a graveyard, you may copy this spell and may choose a new target for the copy.</p> <p>Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Shattered Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Skoa, Embermage (4)(R)(R) </div> <div> Legendary Creature -- Goblin Wizard </div> <div> <p>When Skoa enters, it deals 4 damage to any target.</p> <p>Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<p>Skoa, Embermage (4)(R)(R)</p> <p>Legendary Creature -- Goblin Wizard</p> <p>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.</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Skoa, Embermage (4)(R)(R)</p> <p>Legendary Creature -- Goblin Wizard</p> <p>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.</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Smelted Chargebug (1)(R)</p> <p>Artifact Creature -- Insect</p> <p>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.</p> <p>[sideboard]</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Snapping Voidcraw (1)(G)(U)</p> <p>Creature -- Eldrazi Turtle</p> <p>Devoid (This card has no color.) {T}: Add {C}{C}. {3}{C}, {T}: Draw a card.</p> <p>[sideboard]</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Sneaky Snacker (U)(B)</p> <p>Creature -- Faerie Rogue</p> <p>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sneaky Snacker (U)(B)</p> <p>Creature -- Faerie Rogue</p> <p>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Spawn-Gang Commander (3)(R)(R)</p> <p>Creature -- Eldrazi Goblin</p> <p>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.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tamiyo, Inquisitive Student</p> <p>Card</p> <p>[sideboard]</p> <p>----- OTHER FACE -----</p> <p>Tamiyo, Inquisitive Student</p> <p>Card</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - dgar_po - 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 9/11 - 8 cards - 2.5 x 3.5 in each

<div> Tamiyo Meets the Story Circle 1 U </div> <div> Enchantment -- Saga </div> <div> (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. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Tranquil Landscape </div> <div> Land </div> <div> {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.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Utter Insignificance 1 U </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Voidpouncer 1 R </div> <div> Creature -- Eldrazi </div> <div> Devoid (This card has no color.) Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.) If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste. </div> <div> [sideboard] </div> <div> 3/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Warped Tusker 7 </div> <div> Creature -- Eldrazi Boar Beast </div> <div> Reach When you cast or cycle Warped Tusker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.) </div> <div> [sideboard] </div> <div> 6/8 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Warped Tusker 7 </div> <div> Creature -- Eldrazi Boar Beast </div> <div> Reach When you cast or cycle Warped Tusker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.) </div> <div> [sideboard] </div> <div> 6/8 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Warped Tusker 7 </div> <div> Creature -- Eldrazi Boar Beast </div> <div> Reach When you cast or cycle Warped Tusker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.) </div> <div> [sideboard] </div> <div> 6/8 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Warren Soultrader 2 B </div> <div> Creature -- Zombie Goblin Wizard </div> <div> Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") </div> <div> [sideboard] </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> <div>Wing It</div> <div> <div>1</div> <div>W</div> </div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Witch Enchanter</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Warlock</div> <div> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> <p>[sideboard]</p> </div> </div> <div> <div>2/2</div> <div> <div>BACK FACE</div> </div> </div> <div> <div>Witch-Blessed Meadow</div> <div> <div>Land</div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> </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> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Writhing Chrysalis</div> <div> <div>2</div> <div>R</div> <div>G</div> </div> </div> <div> <div>Creature -- Eldrazi Drone</div> <div> <p>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}."</p> <p>Reach</p> <p>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> </div> </div> <div> <div>2/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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