

<div> Abstruse Appropriation 2WB </div> <div> Instant </div> <div> <p>Devoid (This card has no color.) Exile target nonland permanent. You may cast that card for as long as it remains exiled, and you may spend colorless mana as though it were mana of any color to cast that spell.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Accursed Marauder 1B </div> <div> Creature -- Zombie Warrior </div> <div> <p>When this creature enters, each player sacrifices a nontoken creature of their choice.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ajani Fells the Godsire 3WW </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile target creature an opponent controls with power 3 or greater. II -- Create a 2/1 white Cat Warrior creature token, then put a vigilance counter on a creature you control. III -- Target creature you control gains double strike until end of turn.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Arna Kennerüd, Skycaptain 2WUB </div> <div> Legendary Creature -- Human Knight </div> <div> <p>Flying, lifelink Ward--Discard a card. Whenever a modified creature you control attacks, double the number of each kind of counter on it. Then for each nontoken permanent attached to it, create a token that's a copy of that permanent attached to that creature.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Barbarian Ring </div> <div> Land </div> <div> <p>{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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Basking Broodscale 1G </div> <div> Creature -- Eldrazi Lizard </div> <div> <p>Devoid (This card has no color.) {1}{G}: 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, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Buried Alive 2B </div> <div> Sorcery </div> <div> <p>Search your library for up to three creature cards, put them into your graveyard, then shuffle.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>0/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Coram, the Undertaker 1BRG </div> <div> Legendary Creature -- Human Warrior </div> <div> <p>Coram gets +X/+0, where X is the greatest power among creature cards in all graveyards. Whenever Coram attacks, each player mills a card. During each of your turns, you may play a land and cast a spell from among cards in graveyards that were put there from libraries this turn.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>0/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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>[sideboard]</div> <div>3/3</div> <div>----- BACK FACE -----</div> <div>Garden of Freyalise</div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Distinguished Conjurer</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> 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. </div> <div>[sideboard]</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Drossclaw</div> <div> <div>1</div> <div>B</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 +1/+1. Whenever equipped creature attacks, each opponent loses 1 life. Equip {2} </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Evolution Witness</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Shaman Mutant</div> <div> {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. </div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Evolution Witness</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Shaman Mutant</div> <div> {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. </div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Expel the Unworthy</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) 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. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Fanatic of Rhonas</div> <div> <div>4</div> <div>4</div> </div> </div> <div> <div>Token Creature -- Zombie Snake Druid</div> <div> {T}: Add {G}. Ferocious -- {T}: Add {G}{G}{G}{G}. Activate only if you control a creature with power 4 or greater. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Fanged Flames</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> Devoid (This card has no color.) Fanged Flames deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Fanged Flames (1)(R) Sorcery Devoid (This card has no color.) Fanged Flames deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard]	Fanged Flames (1)(R) Sorcery Devoid (This card has no color.) Fanged Flames deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard]	Fetid Gargantua (4)(B) Creature -- Horror {2}{B}: 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, you may draw two cards. If you do, you lose 2 life. [sideboard]	Fetid Gargantua (4)(B) Creature -- Horror {2}{B}: 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, you may draw two cards. If you do, you lose 2 life. [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flare of Fortitude (2)(W)(W) Instant 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. [sideboard]	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]	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]	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]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glyph Elemental

Enchantment Creature -- Elemental

Bestow {X}{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.)

Landfall -- Whenever a land you control enters, put a +1/+1 counter on this permanent.

Gravedig

Sorcery

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.)

[sidebar]

Gravedig

Sorcery

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.)

[sidebar]

Guardian of the Forgotten (3)(W)

Creature -- Elephant Warrior

Vigilance
Whenever a modified creature you control dies, manifest the top card of your library. (Equipment, Auras you control, and counters are modifications. To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)

[sideboard]

4/4

Horrific Assault

Sorcery

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.

[sidebar]

Island

Basic Land -- Island

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

[sidebar]

Jolted Awake

Sorcery

Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)

[sidebar]

Kami of Jealous Thirst (2)(B)

Creature -- Spirit

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.

[sideboard]

1/3

<div>Kami of Jealous Thirst (2)(B)</div> <div>Creature -- Spirit</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Kozilek's Unsealing (2)(U)</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Kozilek, the Broken Reality (9)</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>When you cast this spell, up to two target players each manifest two cards from their hands. For each card manifested this way, you draw a card. (To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)</p> <p>Other colorless creatures you control get +3/+2.</p> <p>[sideboard]</p> </div> <div>9/9</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Laelia, the Blade Reforged (2)(R)</div> <div>Legendary Creature -- Spirit Warrior</div> <div> <p>Haste Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.</p> <p>Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.</p> <p>[sideboard]</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Mandibular Kite (W)</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 +1/+1 and has flying.</p> <p>Equip {3}{W}</p> <p>[sideboard]</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mindless Conscription (2)(B)</div> <div>Enchantment</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mogg Mob (R)(R)(R)</div> <div>Creature -- Goblin</div> <div> <p>Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets.</p> <p>[sideboard]</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Monstrous Vortex (3)(G)</div> <div>Enchantment</div> <div> <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> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - romerito1 - 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 5/11 - 8 cards - 2.5 x 3.5 in each

Basic Land -- Mountain

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Eldrazi Elemental

When you cast this spell, draw two cards.

Flying

Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)

Evoked {2}{U} (You may cast this spell for its evoked cost. If you do, it's sacrificed when it enters.)

[sidebar]

4/4

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Instant

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Choose one --
* Counter target multicolored spell.
* Destroy target multicolored
  permanent.
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[sideboard]

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Enchantment Creature -- Hydra

Bestow {X}{G}{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.)

Reach, trample

This permanent enters with $X + 1/+1$ counters on it.

Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.

[sidebar]

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Creature -- Hydra

Bestow {X}{G}{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.)

Reach, trample

This permanent enters with $X + 1/+1$ counters on it.

Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.

[sidebar]

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Creature -- Unicorn

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.

[sidebar]

2/2

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Artifact Creature -- Gargoyle

This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.)

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.)

[sideboard]

2/2

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<div><div>Ocelot Pride</div><div>W</div><div>Creature -- Cat</div><div>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.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ondu Knotmaster</div><div>2WB</div><div>Creature -- Kor Rogue</div><div>Lifelink Whenever another modified creature you control dies, put two +1/+1 counters on this creature.</div><div>[sideboard]</div><div>2/2</div><div>-----ADVENTURE-----</div><div><div>Throw a Line</div><div>WB</div><div>Sorcery -- Adventure</div><div>Distribute two +1/+1 counters among one or two target creatures. (Then exile this card. You may cast the creature later from exile.)</div></div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Reef Worm</div><div>3U</div><div>Creature -- Worm</div><div>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.'"</div><div>[sideboard]</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Refurbished Familiar</div><div>3B</div><div>Artifact Creature -- Zombie Rat</div><div>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.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Retrofitted Transmogrant</div><div>B</div><div>Artifact Creature -- Zombie</div><div>{3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Revitalizing Repast</div><div>6/G</div><div>Instant</div><div>Put a +1/+1 counter on target creature. It gains indestructible until end of turn.</div><div>[sideboard]</div><div>-----BACK FACE-----</div><div><div>Old-Growth Grove</div><div>Land</div><div>This land enters tapped. {T}: Add {B} or {G}.</div></div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rosecot Knight</div><div>4W</div><div>Creature -- Human Knight</div><div>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.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rush of Inspiration</div><div>1U/RU/R</div><div>Instant</div><div>Draw two cards. Then discard a card at random unless you pay {E}{E} (two energy counters).</div><div>[sideboard]</div><div>-----BACK FACE-----</div><div><div>Crackling Falls</div><div>Land</div><div>This land enters tapped. {T}: Add {U} or {R}.</div></div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Serum Visionary</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Vedalken Wizard</div> <div> <div>When this creature enters, draw a card, then scry 2.</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Siege Smash</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <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.)</div> <div>Choose one --</div> <div>* Destroy target artifact.</div> <div>* Target creature gets +3/+2 and gains trample until end of turn.</div> </div> <div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Siege Smash</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <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.)</div> <div>Choose one --</div> <div>* Destroy target artifact.</div> <div>* Target creature gets +3/+2 and gains trample until end of turn.</div> </div> <div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Sink into Stupor</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>[sideboard]</div> <div> <div>BACK FACE</div> </div> </div> <div> <div>Soporific Springs</div> <div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.</div> <div>{T}: Add {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div></div>
<div> <div>Smelted Chargebug</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Insect</div> <div> <div>Menace</div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Solstice Zealot</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Rhino Cleric</div> <div> <div>When this creature enters, you get {E}{E} (two energy counters).</div> <div>{T}, Pay {E}: Tap target creature.</div> <div>[sideboard]</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Solstice Zealot</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Rhino Cleric</div> <div> <div>When this creature enters, you get {E}{E} (two energy counters).</div> <div>{T}, Pay {E}: Tap target creature.</div> <div>[sideboard]</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Spawn-Gang Commander</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Eldrazi Goblin</div> <div> <div>Devoid (This card has no color.)</div> <div>When you cast this spell, create three 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> <div>{1}{C}, Sacrifice an Eldrazi: This creature deals 2 damage to any target.</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

<div><div><div>Spymaster's Vault</div><div>Land</div><div><p>This land enters tapped unless you control a Swamp.</p><p>{T}: Add {B}.</p><p>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</p></div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sundering Eruption</div><div>Sorcery</div><div><p>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.</p></div><div>[sideboard]</div></div><div>----- BACK FACE -----</div><div><div>Volcanic Fissure</div><div>Land</div><div><p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p><p>{T}: Add {R}.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Temperamental Oozewagg</div><div>Creature -- Ooze Brushwagg</div><div><p>{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p><p>Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)</p></div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Temperamental Oozewagg</div><div>Creature -- Ooze Brushwagg</div><div><p>{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p><p>Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)</p></div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Temperamental Oozewagg</div><div>Creature -- Ooze Brushwagg</div><div><p>{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p><p>Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)</p></div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Temperamental Oozewagg</div><div>Creature -- Ooze Brushwagg</div><div><p>{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p><p>Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)</p></div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tempest Harvester</div><div>Creature -- Merfolk Wizard</div><div><p>When this creature enters, you get {E}{E} (two energy counters).</p><p>{T}, Pay {E}: Draw a card, then discard a card.</p></div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tempest Harvester</div><div>Creature -- Merfolk Wizard</div><div><p>When this creature enters, you get {E}{E} (two energy counters).</p><p>{T}, Pay {E}: Draw a card, then discard a card.</p></div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Territory Culler (4)(G) Creature -- Eldrazi 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. [sideboard] <div>7/5</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	Thriving Skyclaw (2)(R)(R) Creature -- Cat Dragon Flying When this creature enters, you get {E}{E}{E} (three energy counters). Whenever this creature attacks, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on it. [sideboard] <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tune the Narrative (U) Instant Draw a card. You get {E}{E} (two energy counters). [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Unfathomable Truths (4)(U) Instant Devoid (This card has no color.) Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vexing Bauble (1) Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voidpouncer (1)(R) Creature -- Eldrazi 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. [sideboard] <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voltstorm Angel (3)(W)(W) Creature -- Angel 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. [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - romerito1 - 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

<div> <div>Wirewood Symbiote</div> <div> <div> <div></div> <div>G</div> </div> </div> </div> <div> <div>Creature -- Insect</div> <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> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Wither and Bloom</div> <div> <div> <div></div> <div>1</div> <div>B</div> </div> </div> </div> <div> <div>Instant</div> <div> <div>Target creature gets -3/-3 until end of turn.</div> <div>{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 PLAYbotbox.dev</div> </div> </div>	<div> <div>Writhing Chrysalis</div> <div> <div> <div></div> <div>2</div> <div>R</div> <div>G</div> </div> </div> </div> <div> <div>Creature -- Eldrazi Drone</div> <div> <div>Devoid (This card has no color.)</div> <div>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> <div>Reach</div> <div>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div> <div>[sideboard]</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Writhing Chrysalis</div> <div> <div> <div></div> <div>2</div> <div>R</div> <div>G</div> </div> </div> </div> <div> <div>Creature -- Eldrazi Drone</div> <div> <div>Devoid (This card has no color.)</div> <div>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> <div>Reach</div> <div>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div> <div>[sideboard]</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
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