

<div><div>Annoyed Altisaur</div><div>5GG</div></div> <div><div>Creature -- Dinosaur</div><div>Reach, trample Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div><div>[sideboard]</div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Archway of Innovation</div><div></div></div> <div><div>Land</div><div>This land enters tapped unless you control an Island. {T}: Add {U}. {U}, {T}: The next spell you cast this turn has improvise. (Your artifacts can help cast that spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Branching Evolution</div><div>2G</div></div> <div><div>Enchantment</div><div>If one or more +1/+1 counters would be put on a creature you control, twice that many +1/+1 counters are put on that creature instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Breathe Your Last</div><div>1BB</div></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>Cephalid Coliseum</div><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>	<div><div>Colossal Dreadmask</div><div>4GG</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Colossal Dreadmask</div><div>4GG</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Consuming Corruption</div><div>BB</div></div> <div><div>Instant</div><div>Consuming Corruption deals X damage to target creature or planeswalker and you gain X life, where X is the number of Swamps you control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Corrupted Shapeshifter 3U </div> <div> Creature -- Eldrazi Shapeshifter </div> <div> <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> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Cranial Ram BR </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> Deep Analysis 3U </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 3UU </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> Dog Umbra 1W </div> <div> Enchantment -- Aura </div> <div> <p>Flash Enchant creature As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dog Umbra 1W </div> <div> Enchantment -- Aura </div> <div> <p>Flash Enchant creature As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dreamdrinker Vampire 1B </div> <div> Creature -- Vampire </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dreamdrinker Vampire 1B </div> <div> Creature -- Vampire </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> Drossclaw 1B </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. Whenever equipped creature attacks, each opponent loses 1 life.</p> <p>Equip {2}</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Eladamri, Korvecdal 1GG </div> <div> Legendary Creature -- Elf Warrior </div> <div> <p>You may look at the top card of your library any time.</p> <p>You may cast creature spells from the top of your library.</p> <p>{G}, {T}, Tap two untapped creatures you control: Reveal a card from your hand or the top card of your library. If you reveal a creature card this way, put it onto the battlefield. Activate only during your turn.</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> Emperor of Bones 1B </div> <div> Creature -- Skeleton Noble </div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.</p> <p>{1}{B}: Adapt 2.</p> <p>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> <p>[sideboard]</p> </div> <div> <div>2/2</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> Fowl Strike 1G </div> <div> Instant </div> <div> <p>Destroy target creature with flying.</p> <p>Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Guardian of the Forgotten 3W </div> <div> Creature -- Elephant Warrior </div> <div> <p>Vigilance</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - cocof - 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 3/11 - 8 cards - 2.5 x 3.5 in each

Hope-Ender Coatl (2)(U) Creature -- Eldrazi Snake Devoid (This card has no color.) Flash When you cast this spell, counter target spell an opponent controls unless they pay {1}. Flying [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Izzet Generatorium (U)(R) Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nadu, Winged Wisdom (1)(G)(U) Legendary Creature -- Bird Wizard Flying Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn." [sideboard] <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nightshade Dryad (1)(G) Creature -- Dryad Deathtouch {T}: Add {C}. {T}: Add one mana of any color. [sideboard] <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nightshade Dryad (1)(G) Creature -- Dryad Deathtouch {T}: Add {C}. {T}: Add one mana of any color. [sideboard] <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Null Elemental Blast (C) Instant Choose one -- * Counter target multicolored spell. * Destroy target multicolored permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Null Elemental Blast (C) Instant Choose one -- * Counter target multicolored spell. * Destroy target multicolored permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Nyxborn Hydra</div> <div> <div>X</div> <div>G</div> </div> </div> <div> <div>Enchantment Creature -- Hydra</div> <div> <div>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.)</div> <div>Reach, trample</div> <div>This permanent enters with X +1/+1 counters on it.</div> <div>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</div> <div>[sideboard]</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Nyxborn Hydra</div> <div> <div>X</div> <div>G</div> </div> </div> <div> <div>Enchantment Creature -- Hydra</div> <div> <div>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.)</div> <div>Reach, trample</div> <div>This permanent enters with X +1/+1 counters on it.</div> <div>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</div> <div>[sideboard]</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Nyxborn Unicorn</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Unicorn</div> <div> <div>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.)</div> <div>Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)</div> <div>Enchanted creature gets +2/+2 and has mentor.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Nyxborn Unicorn</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Unicorn</div> <div> <div>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.)</div> <div>Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)</div> <div>Enchanted creature gets +2/+2 and has mentor.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div>Ondu Knotmaster</div> <div> <div>2</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Creature -- Kor Rogue</div> <div> <div>Lifelink</div> <div>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> <div>W</div> <div>B</div> </div> <div>Sorcery -- Adventure</div> <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>[sideboard]</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div></div>	<div> <div>Petrifying Meddler</div> <div> <div>4</div> <div>U</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div> <div>Devoid (This card has no color.)</div> <div>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.)</div> <div>Reach</div> <div>[sideboard]</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Phelia, Exuberant Shepherd</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Dog</div> <div> <div>Flash</div> <div>Whenever Phelia attacks, exile up to one other target nonland permanent.</div> <div>At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Plains</div> <div></div> </div> <div> <div>Basic Land -- Plains</div> <div> <div>{T}: Add {W}.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

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sheet 5/11 - 8 cards - 2.5 x 3.5 in each

<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Powerbalance (R)(R)</div> <div>Enchantment</div> <div>Whenever an opponent casts a spell, you may reveal the top card of your library. If you do, you may cast that card without paying its mana cost if the two spells have the same mana value.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Proud Pack-Rhino (2)(W)</div> <div>Creature -- Rhino</div> <div>When this creature enters, choose one --</div> <div>* Put a shield counter on target permanent. (If it would be dealt damage or destroyed, remove a shield counter from it instead.)</div> <div>* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Pyretic Rebirth (2)(B)(R)</div> <div>Instant</div> <div>Return target artifact or creature card from your graveyard to your hand. Pyretic Rebirth deals damage equal to that card's mana value to up to one target creature or planeswalker.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Ral and the Implicit Maze (3)(R)(R)</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga deals 2 damage to each creature and planeswalker your opponents control.</div> <div>II -- You may discard a card. If you do, exile the top two cards of your library. You may play them until the end of your next turn.</div> <div>III -- Create a Spellgorger Weird token. (It's a {2}{R} 2/2 Weird creature with "Whenever you cast a noncreature spell, put a +1/+1 counter on Spellgorger Weird.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Reckless Pyrosurfer (1)(R)</div> <div>Creature -- Human Scout</div> <div>Haste</div> <div>Landfall -- Whenever a land you control enters, this creature gains battle cry until end of turn. (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn. Each instance of battle cry triggers separately.)</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Reckless Pyrosurfer (1)(R)</div> <div>Creature -- Human Scout</div> <div>Haste</div> <div>Landfall -- Whenever a land you control enters, this creature gains battle cry until end of turn. (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn. Each instance of battle cry triggers separately.)</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Reiterating Bolt (1)(R)</div> <div>Sorcery</div> <div>Replicate--Pay {E}{E}{E}. (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</div> <div>Reiterating Bolt deals 3 damage to target creature or planeswalker.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> Retrofitted Transmigrant ⓑ </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> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Revitalizing Repast Ⓢ/Ⓞ </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> <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>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Rosecot Knight ④Ⓦ </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> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sage of the Unknowable ①Ⓤ </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> <div>0/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Scurrilous Sentry ③ⓑ </div> <div> Creature -- Human Knight Rogue </div> <div> Menace Whenever this creature enters or attacks, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) </div> <div> [sideboard] </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Scurrilous Sentry ③ⓑ </div> <div> Creature -- Human Knight Rogue </div> <div> Menace Whenever this creature enters or attacks, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) </div> <div> [sideboard] </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Serum Visionary ②Ⓤ </div> <div> Creature -- Vedalken Wizard </div> <div> When this creature enters, draw a card, then scry 2. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Serum Visionary ②Ⓤ </div> <div> Creature -- Vedalken Wizard </div> <div> When this creature enters, draw a card, then scry 2. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Serum Visionary (2)(U) Creature -- Vedalken Wizard When this creature enters, draw a card, then scry 2. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siege Smash (1)(R) Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Signature Slam (2)(G) Instant Put a +1/+1 counter on target creature you control, then each modified creature you control deals damage equal to its power to target creature you don't control. (Equipment, Auras you control, and counters are modifications.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skittering Precursor (2)(R) Creature -- Eldrazi Drone Devoid (This card has no color.) Menace Whenever you sacrifice a nontoken permanent, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Solar Transformer (2) Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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	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

<p>Strength of the Harvest (2)(6/N)</p> <p>Enchantment -- Aura</p> <hr/> <p>Enchant creature Enchanted creature gets +1/+1 for each creature and/or enchantment you control.</p> <p>[sideboard]</p> <hr/> <p>--- BACK FACE ---</p> <p>Haven of the Harvest</p> <p>Land</p> <hr/> <p>This land enters tapped. {T}: Add {G} or {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Suppression Ray (3)(4/N)(4/U)</p> <p>Sorcery</p> <hr/> <p>Tap all creatures target player controls. You may pay any amount of {E}. If you do, choose up to that many creatures tapped this way. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> <p>[sideboard]</p> <hr/> <p>--- BACK FACE ---</p> <p>Orderly Plaza</p> <p>Land</p> <hr/> <p>This land enters tapped. {T}: Add {W} or {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sylvan Safekeeper (6)</p> <p>Creature -- Human Wizard</p> <hr/> <p>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</p> <p>[sideboard]</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Temperamental Oozewagg (3)(6)</p> <p>Creature -- Ooze Brushwagg</p> <hr/> <p>{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)</p> <p>[sideboard]</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Temperamental Oozewagg (3)(6)</p> <p>Creature -- Ooze Brushwagg</p> <hr/> <p>{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)</p> <p>[sideboard]</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Territory Culler (4)(6)</p> <p>Creature -- Eldrazi</p> <hr/> <p>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.</p> <p>[sideboard]</p> <div>7/5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Thraben Charm (1)(W)</p> <p>Instant</p> <hr/> <p>Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Thraben Charm (1)(W)</p> <p>Instant</p> <hr/> <p>Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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	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	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	Titans' Vanguard (3)(R)(G) Creature -- Eldrazi Devoid (This card has no color.) When you cast this spell and whenever this creature attacks, put a +1/+1 counter on each colorless creature you control. Trample [sideboard] <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Trickster's Elk (2)(G) Enchantment Creature -- Elk 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.) Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twisted Riddlekeeper (8) Creature -- Eldrazi Sphinx Emerge {5}{C}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.) When you cast this spell, tap up to two target permanents. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.) Flying [sideboard] <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utter Insignificance (1)(U) Enchantment -- Aura Flash Enchant creature Enchanted creature loses all abilities and has base power and toughness 1/1. {2}{C}: Exile enchanted creature. [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utter Insignificance (1)(U) Enchantment -- Aura Flash Enchant creature Enchanted creature loses all abilities and has base power and toughness 1/1. {2}{C}: Exile enchanted creature. [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - cocof - 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

Victimize (2)(B) Sorcery Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped. [sideboard]	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]	Wight of the Reliquary (B)(G) Creature -- Zombie Knight Vigilance This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle. [sideboard]	Wither and Bloom (1)(B) Instant 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. [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