

<div>Accursed Marauder<div><div>1</div><div>B</div></div></div> <div>Creature -- Zombie Warrior</div> <div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Accursed Marauder<div><div>1</div><div>B</div></div></div> <div>Creature -- Zombie Warrior</div> <div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Aerie Auxiliary<div><div>3</div><div>W</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>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ajani Fells the Godsire<div><div>3</div><div>W</div><div>W</div></div></div> <div>Enchantment -- Saga</div> <div>(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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Bridgeworks Battle<div><div>2</div><div>G</div></div></div> <div>Sorcery</div> <div>Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)</div> <div>[sideboard]</div> <div>----- BACK FACE -----</div> <div>Tanglespan Bridgeworks</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>Chthonian Nightmare<div><div>1</div><div>B</div></div></div> <div>Enchantment</div> <div>When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Consuming Corruption<div><div>B</div><div>B</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>Copycrook<div><div>2</div><div>U</div><div>U</div></div></div> <div>Creature -- Shapeshifter Rogue</div> <div>You may have this creature enter as a copy of any creature on the battlefield, except it has "Whenever this creature attacks, it connives." (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)</div> <div>[sideboard]</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Corrupted Shapeshifter</div><div>3U</div></div><div>Creature -- Eldrazi Shapeshifter</div><div>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.</div><div>[sideboard]</div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Cranial Ram</div><div>BR</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 +X/+1, where X is the number of artifacts you control. Equip {2}</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Cyclops Superconductor</div><div>1UR</div></div><div>Creature -- Cyclops Wizard</div><div>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.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Deem Inferior</div><div>3U</div></div><div>Sorcery</div><div>This spell costs {1} less to cast for each card you've drawn this turn. The owner of target nonland permanent puts it into their library second from the top or on the bottom.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Deep Analysis</div><div>3U</div></div><div>Sorcery</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dog Umbra</div><div>1W</div></div><div>Enchantment -- Aura</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Drossclaw</div><div>1B</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><div>Emerald Medallion</div><div>2</div></div><div>Artifact</div><div>Green spells you cast cost {1} less to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Envoy of the Ancestors 2W </div> <div> Creature -- Human Cleric </div> <div> <p>Outlast {W} ({W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.)</p> <p>Modified creatures you control have lifelink. (Equipment, Auras you control, and counters are modifications.)</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Etched Slith 1B </div> <div> Artifact Creature -- Phyrexian Slith </div> <div> <p>Menace</p> <p>Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. When you do, you may remove a counter from another target permanent or opponent.</p> <p>[sideboard]</p> </div> <div> <div>1/1</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> Evolution Witness 2G </div> <div> Creature -- Elf Shaman Mutant </div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Evolution Witness 2G </div> <div> Creature -- Elf Shaman Mutant </div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Faithful Watchdog GW </div> <div> Creature -- Dog </div> <div> <p>Vigilance</p> <p>This creature enters with three +1/+1 counters on it.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Fanatic of Rhonas </div> <div> Token Creature -- Zombie Snake Druid </div> <div> <p>{T}: Add {G}.</p> <p>Ferocious -- {T}: Add {G}{G}{G}{G}.</p> <p>Activate only if you control a creature with power 4 or greater.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Flooded Strand </div> <div> Land </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - Ishan - Limited (Limited Super Qualifier)

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

<div> Foreboding Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Fowl Strike <div> 1 6 </div> </div> <div> Instant </div> <div> <p>Destroy target creature with flying. Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Frogmyr Enforcer <div> 7 </div> </div> <div> Artifact Creature -- Frog Myr </div> <div> <p>Prototype {3}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)</p> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Glasswing Grace <div> 3 W/B W/B </div> </div> <div> Enchantment -- Aura </div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +2/+2 and has flying and lifelink.</p> <p>[sideboard]</p> </div> <div> <div>--- BACK FACE ---</div> <div> Age-Graced Chapel </div> <div> Land </div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> Gravedig <div> 1 B </div> </div> <div> Sorcery </div> <div> <p>Choose one --</p> <p>* Target player creates a 2/2 black Zombie creature token.</p> <p>* Return target creature card from your graveyard to your hand.</p> <p>Entwine {2} (Choose both if you pay the entwine cost.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Grief <div> 2 B B </div> </div> <div> Creature -- Elemental Incarnation </div> <div> <p>Menace</p> <p>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>Evoke--Exile a black card from your hand.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Hexgold Slith <div> 1 W </div> </div> <div> Creature -- Slith </div> <div> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>Whenever this creature attacks, you may pay {E}{E}. If you do, it gains first strike until end of turn.</p> <p>Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Infernal Captor <div> 3 R </div> </div> <div> Creature -- Devil Rogue </div> <div> <p>Exploit (When this creature enters, you may sacrifice a creature.)</p> <p>When this creature exploits a creature, gain control of target artifact or creature until end of turn. Untap that permanent. It gains haste until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> Invert Polarity UUR </div> <div> Instant </div> <div> Choose target spell, then flip a coin. If you win the flip, gain control of that spell and you may choose new targets for it. If you lose the flip, counter that spell. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Island </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Island </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Kami of Jealous Thirst 2B </div> <div> Creature -- Spirit </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Kami of Jealous Thirst 2B </div> <div> Creature -- Spirit </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Kami of Jealous Thirst 2B </div> <div> Creature -- Spirit </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Kozilek's Unsealing 2U </div> <div> Enchantment </div> <div> 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}." Whenever you cast a creature spell with mana value 7 or greater, draw three cards. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Lethal Throwdown B </div> <div> Sorcery </div> <div> As an additional cost to cast this spell, sacrifice a creature or sacrifice a modified creature. (Equipment, Auras you control, and counters are modifications.) Destroy target creature or planeswalker. If the modified creature was sacrificed, draw a card. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

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

<div> <div> Marionette Apprentice 1B </div> <div> Creature -- Human Artificer </div> <div> <p>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.</p> <div>[sideboard]</div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Mogg Mob RRR </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> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Molten Gatekeeper 2R </div> <div> Artifact Creature -- Golem </div> <div> <p>Whenever another creature you control enters, this creature deals 1 damage to each opponent. Unearth {R} ({R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p> <div>[sideboard]</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Mountain </div> <div> Basic Land -- Mountain </div> <div> <p>{T}: Add {R}.)</p> <div>[sideboard]</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div> Nadier's Nightblade 2B </div> <div> Creature -- Elf Warrior </div> <div> <p>Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.</p> <div>[sideboard]</div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Obstinate Gargoyle 1WB </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.) 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> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Path of Annihilation 3G </div> <div> Enchantment </div> <div> <p>Devoid (This card has no color.) When this enchantment enters, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Eldrazi you control have "{T}: Add one mana of any color." Whenever you cast a creature spell with mana value 7 or greater, you gain 4 life.</p> <div>[sideboard]</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div> Perilous Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</p> <div>[sideboard]</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

<div>Plains</div> <div>Basic Land -- Plains</div> <div> <div> <div>{T}: Add {W}.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div> <div> <div>{T}: Add {W}.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div> <div> <div>{T}: Add {W}.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Planar Genesis</div> <div>Instant</div> <div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div>Prismatic Ending</div> <div>Sorcery</div> <div> <div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Propagator Drone</div> <div>Creature -- Eldrazi Drone</div> <div> <div>Devoid (This card has no color.) Creature tokens you control have evolve. (They have "Whenever a creature you control enters, if it has greater power or toughness than this token, put a +1/+1 counter on this token." They see this creature enter.)</div> <div>{3}{G}: Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Refurbished Familiar</div> <div>Artifact Creature -- Zombie Rat</div> <div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</div> <div>Flying</div> <div>When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div> <div>[sideboard]</div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Sarpadian Simulacrum</div> <div>Artifact Creature -- Goblin</div> <div> <div>Haste</div> <div>{3}{R}, Sacrifice this creature: It deals 4 damage to target creature.</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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

<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>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>Shilgengar, Sire of Famine</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Elder Demon</div> <div> <div>Flying</div> <div>Sacrifice another creature: Create a Blood token. If you sacrificed an Angel this way, create a number of Blood tokens equal to its toughness instead.</div> <div>{W/B}{W/B}{W/B}, Sacrifice six Blood tokens: Return each creature card from your graveyard to the battlefield with a finality counter on it. Those creatures are Vampires in addition to their other types.</div> <div>[sideboard]</div> </div> <div> <div>6/6</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>[sideboard]</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div>Six</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Legendary Creature -- Treefolk</div> <div> <div>Reach</div> <div>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.</div> <div>During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> <div>[sideboard]</div> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Faerie Rogue</div> <div> <div>Flying</div> <div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>[sideboard]</div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Faerie Rogue</div> <div> <div>Flying</div> <div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>[sideboard]</div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

Playtest cards - Ishan_ - 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 8/11 - 8 cards - 2.5 x 3.5 in each

<p>Sneaky Snacker (U)(B)</p> <p>Creature -- Faerie Rogue</p> <hr/> <p>Flying</p> <p>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>Solstice Zealot (2)(W)</p> <p>Creature -- Rhino Cleric</p> <hr/> <p>When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Tap target creature.</p> <p>[sideboard]</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Springheart Nantuko (1)(G)</p> <p>Enchantment Creature -- Insect Monk</p> <hr/> <p>Bestow {1}{G}</p> <p>Enchanted creature gets +1/+1.</p> <p>Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Spymaster's Vault</p> <p>Land</p> <hr/> <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> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Strength of the Harvest (2)(R/W)</p> <p>Enchantment -- Aura</p> <hr/> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 for each creature and/or enchantment you control.</p> <p>[sideboard]</p> <p>----- BACK FACE -----</p> <p>Haven of the Harvest</p> <p>Land</p> <hr/> <p>This land enters tapped.</p> <p>{T}: Add {G} or {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Stump Stomp (1)(R/G)</p> <p>Sorcery</p> <hr/> <p>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</p> <p>[sideboard]</p> <p>----- BACK FACE -----</p> <p>Burnwillow Clearing</p> <p>Land</p> <hr/> <p>This land enters tapped.</p> <p>{T}: Add {R} or {G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sylvan Safekeeper (G)</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> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tamiyo Meets the Story Circle (1)(U)</p> <p>Enchantment -- Saga</p> <hr/> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -2/-0 until end of turn.</p> <p>II -- Discard any number of cards, then investigate twice for each card discarded this way.</p> <p>III -- Shuffle up to three target cards from your graveyard into your library.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Ishan_ - 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><div><div>Tempest Harvester</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Draw a card, then discard a card.</div><div>[sideboard]</div><div><div>2/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Toxic Deluge</div><div><div>2</div><div>B</div></div></div><div><div>Sorcery</div><div>As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tranquil Landscape</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Tune the Narrative</div><div><div>U</div></div></div><div><div>Instant</div><div>Draw a card. You get {E}{E} (two energy counters).</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Unfathomable Truths</div><div><div>4</div><div>U</div></div></div><div><div>Instant</div><div>Devoid (This card has no color.) Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." <div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Urza's Cave</div></div><div><div>Land -- Urza's Cave</div><div>{T}: Add {C}. {3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle. <div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Victimize</div><div><div>2</div><div>B</div></div></div><div><div>Sorcery</div><div>Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped. <div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

Voidpouncer

1R

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]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Warped Tusker

7

Creature -- Eldrazi Boar Beast

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}{6} ({2}{6}, Discard this card: Draw a card.)

[sideboard]

6/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Warped Tusker

7

Creature -- Eldrazi Boar Beast

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}{6} ({2}{6}, Discard this card: Draw a card.)

[sideboard]

6/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Waterlogged Teachings

3U/B

Instant

Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.

[sideboard]

----- BACK FACE -----

Inundated Archive

Land

This land enters tapped.
{T}: Add {U} or {B}.

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