

<div>Crabomination (4)(B)(B)</div> <div>Creature -- Crab Demon</div> <div> <p>Emerge from artifact {5}{B}{B} (You may cast this spell by sacrificing an artifact and paying the emerge cost reduced by that artifact's mana value.)</p> <p>When this creature enters, target opponent exiles the top card of their library, a card at random from their graveyard, and a card at random from their hand. You may cast a spell from among cards exiled this way without paying its mana cost.</p> <p>[sideboard]</p> </div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Deceptive Landscape</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Eldrazi Linebreaker (1)(C)(R)</div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.)</p> <p>Trample</p> <p>At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.</p> <p>[sideboard]</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Evolution Witness (2)(G)</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>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Flare of Cultivation (1)(G)(G)</div> <div>Sorcery</div> <div> <p>You may sacrifice a nontoken green creature rather than pay this spell's mana cost.</p> <p>Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.</p> <p>[sideboard]</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Fledgling Dragon (2)(R)(R)</div> <div>Creature -- Dragon</div> <div> <p>Flying</p> <p>Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has "{R}: This creature gets +1/+0 until end of turn."</p> <p>[sideboard]</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div> <p>({T}: Add {G}.)</p> <p>[sideboard]</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Galvanic Discharge (R)</div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.)</div> <div>[sideboard]</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Nightshade Dryad 1G</div> <div>Creature -- Dryad</div> <div>Deathtouch {T}: Add {C}. {T}: Add one mana of any color.</div> <div>[sideboard]</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Nyxborn Unicorn 1W</div> <div>Enchantment Creature -- Unicorn</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.) 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.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Pinnacle Monk 3RR</div> <div>Creature -- Djinn Monk</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, return target instant or sorcery card from your graveyard to your hand.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Ral, Monsoon Mage 1R</div> <div>Legendary Creature -- Human Wizard</div> <div>Instant and sorcery spells you cast cost {1} less to cast. Whenever you cast an instant or sorcery spell during your turn, flip a coin. If you lose the flip, Ral deals 1 damage to you. If you win the flip, you may exile Ral. If you do, return him to the battlefield transformed under his owner's control.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Riddle Gate Gargoyle WU</div> <div>Artifact Creature -- Gargoyle</div> <div>Flying When this creature enters, you get {E}{E}{E} (three energy counters). Whenever you attack, you may pay {E}{E}. When you do, target creature you control gains lifelink until end of turn.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Sage of the Unknowable 1U</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>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Sarpadian Simulacrum R</div> <div>Artifact Creature -- Goblin</div> <div>Haste {3}{R}, Sacrifice this creature: It deals 4 damage to target creature.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Ral, Leyline Prodigy</div> <div>Legendary Planeswalker -- Ral</div> <div>Ral enters with an additional loyalty counter on him for each instant and sorcery spell you've cast this turn. [+1]: Until your next turn, instant and sorcery spells you cast cost {1} less to cast. [-2]: Ral deals 2 damage divided as you choose among one or two targets. Draw a card if you control a blue permanent other than Ral. [-8]: Exile the top eight cards of your library. You may</div> <div>L 2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>			

Playtest cards - Fab0 - Limited (Limited Super Qualifier)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 3/6 - 8 cards - 2.5 x 3.5 in each

<div>Siege Smash</div> <div> <div>1</div> <div>R</div> </div> <div>Instant</div> <div> <p>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</p> <p>Choose one --</p> <ul style="list-style-type: none"> * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Siege Smash</div> <div> <div>1</div> <div>R</div> </div> <div>Instant</div> <div> <p>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</p> <p>Choose one --</p> <ul style="list-style-type: none"> * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Siege Smash</div> <div> <div>1</div> <div>R</div> </div> <div>Instant</div> <div> <p>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</p> <p>Choose one --</p> <ul style="list-style-type: none"> * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Skoa, Embermage</div> <div> <div>4</div> <div>R</div> <div>R</div> </div> <div>Legendary Creature -- Goblin Wizard</div> <div> <p>When Skoa enters, it deals 4 damage to any target.</p> <p>Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target.</p> <p>[sideboard]</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Stump Stomp</div> <div> <div>1</div> <div>R/G</div> </div> <div>Sorcery</div> <div> <p>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</p> <p>[sideboard]</p> </div> <div>----- BACK FACE -----</div> <div>Burnwillow Clearing</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {R} or {G}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sundering Eruption</div> <div> <div>2</div> <div>R</div> </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> <p>[sideboard]</p> </div> <div>----- BACK FACE -----</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Temperamental Oozewagg</div> <div> <div>3</div> <div>G</div> </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> <p>[sideboard]</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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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.

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