

① ⑧

When this creature enters, each player sacrifices a nontoken creature of their choice.

[sideboard]

2/1

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2 B B

Flying
Modular 3 (This creature enters with three +1/+1 counters on it. When it dies, you may put its +1/+1 counters on target artifact creature.)
Whenever another artifact you control enters, target creature an opponent controls gets -1/-1 until end of turn.

[sideboard]

0/0

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Land

{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.

[sidebar]

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① ②

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}."

[sideboard]

2/2

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③ ④

{T}: You get {E}{E} (two energy counters).
{T}, Pay {E}{E}: Tap target creature.
{T}, Pay {E}{E}{E}: Draw a card.
Pay {E}{E}{E}{E}: This Vehicle becomes an artifact creature until end of turn.
Crew 4

[sideboard]

5/6

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6 C C

When you cast this spell, you gain 1 life for each colorless permanent you control.

Hexproof from each color

Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.)

[sideboard]

8/4

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① B B

Destroy target creature or planeswalker. You gain 1 life for each of its colors.

[sidebar]

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2 B

Search your library for up to three creature cards, put them into your graveyard, then shuffle.

[sideboard]

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<div>Cephalid Coliseum</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>Conduit Goblin</div> <div>Creature -- Goblin Warrior</div> <div>When this creature enters, you get {E}{E} (two energy counters). At the beginning of combat on your turn, you may pay {E}. If you do, another target creature you control gets +1/+0 and gains haste until end of turn.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Consign to Memory</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Devourer of Destiny</div> <div>Creature -- Eldrazi</div> <div>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest. When you cast this spell, exile target permanent that's one or more colors.</div> <div>[sideboard]</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Dog Umbra</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>Dog Umbra</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>Dreamdrinker Vampire</div> <div>Creature -- Vampire</div> <div>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.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Drowner of Truth</div> <div>Creature -- Eldrazi</div> <div>Devoid (This card has no color.) When you cast this spell, if {C} was spent to cast it, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> <div>[sideboard]</div> <div>7/6</div> <div>----- BACK FACE -----</div> <div>Drowned Jungle</div> <div>Land</div> <div>This land enters tapped. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Playtest cards - adecesar - 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 2/11 - 8 cards - 2.5 x 3.5 in each

<div> Eldrazi Ravager 5C </div> <div> Creature -- Eldrazi </div> <div> Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Sacrifice two Eldrazi: Return this card from your graveyard to your hand. Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div> [sideboard] </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Estrid's Invocation 2U </div> <div> Enchantment </div> <div> You may have this enchantment enter as a copy of an enchantment you control, except it has "At the beginning of your upkeep, you may exile this enchantment. If you do, return it to the battlefield under its owner's control." </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Fanged Flames 1R </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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Fanged Flames 1R </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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Flare of Fortitude 2WW </div> <div> Instant </div> <div> You may sacrifice a nontoken white creature rather than pay this spell's mana cost. Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Foreboding Landscape </div> <div> Land </div> <div> {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle. Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.) </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Gift of the Viper G </div> <div> Instant </div> <div> Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Gift of the Viper G </div> <div> Instant </div> <div> Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	K'rrik, Son of Yawgmoth (4)(BP)(BP)(BP) Legendary Creature -- Phyrexian Horror Minion ({B/P} can be paid with either {B} or 2 life.) Lifelink For each {B} in a cost, you may pay 2 life rather than pay that mana. Whenever you cast a black spell, put a +1/+1 counter on K'rrik. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lethal Throwdown (B) Sorcery 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. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marionette Apprentice (1)(B) Creature -- Human Artificer 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. [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	Nulldrifter (7) 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.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nyxborn Unicorn (1)(W) 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. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Gargoyle (1)(W)(B) 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] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pearl Medallion (2) Artifact White spells you cast cost {1} less to cast. [sideboard]	Petrifying Meddler (4)(U) Creature -- Eldrazi Devoid (This card has no color.) 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.) Reach [sideboard]	Petrifying Meddler (4)(U) Creature -- Eldrazi Devoid (This card has no color.) 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.) Reach [sideboard]	Phyrexian Ironworks (2)(R) Artifact Whenever you attack, you get {E} (an energy counter). {T}, Pay {E}{E}{E}: Create a 3/3 colorless Phyrexian Golem artifact creature token. Activate only as a sorcery. [sideboard]
Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard]	Primal Prayers (2)(G)(G) Enchantment When this enchantment enters, you get {E}{E} (two energy counters). You may cast creature spells with mana value 3 or less by paying {E} rather than paying their mana costs. If you cast a spell this way, you may cast it as though it had flash. [sideboard]	Primal Prayers (2)(G)(G) Enchantment When this enchantment enters, you get {E}{E} (two energy counters). You may cast creature spells with mana value 3 or less by paying {E} rather than paying their mana costs. If you cast a spell this way, you may cast it as though it had flash. [sideboard]	Propagator Drone (1)(G) Creature -- Eldrazi Drone 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.) {3}{G}: Create a 0/1 colorless Eldrazi Spawn creature token with "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

Quest for the Necropolis (B) <hr/> Enchantment <hr/> Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. {5}{B}, Sacrifice this enchantment: Put target creature card from a graveyard onto the battlefield under your control. This ability costs {1} less to activate for each quest counter on this enchantment. Activate only as a sorcery. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Reckless Pyrosurfer (1)(R) <hr/> Creature -- Human Scout <hr/> Haste 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.) [sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Refurbished Familiar (3)(B) <hr/> Artifact Creature -- Zombie Rat <hr/> 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. [sideboard] <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Refurbished Familiar (3)(B) <hr/> Artifact Creature -- Zombie Rat <hr/> 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. [sideboard] <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Ruby Medallion (2) <hr/> Artifact <hr/> Red spells you cast cost {1} less to cast. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Sage of the Unknowable (1)(U) <hr/> Creature -- Human Wizard <hr/> {T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability. [sideboard] <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Scurrilous Sentry (3)(B) <hr/> Creature -- Human Knight Rogue <hr/> 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.) [sideboard] <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Scurry of Gremlins (2)(R)(W) <hr/> Enchantment <hr/> When this enchantment enters, create two 1/1 red Gremlin creature tokens. Then you get an amount of {E} (energy counters) equal to the number of creatures you control. Pay {E}{E}{E}{E}: Creatures you control get +1/+0 and gain haste until end of turn. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>Sheltering Landscape</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle.</div> <div>Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.)</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Skoa, Embermage</div> <div> <div>4</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Legendary Creature -- Goblin Wizard</div> <div> <div>When Skoa enters, it deals 4 damage to any target.</div> <div>Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target.</div> <div>[sideboard]</div> </div> <div> <div>4/4</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>Snow-Covered Wastes</div> </div> <div> <div>Basic Snow Land</div> <div> <div>{T}: Add {C}.</div> <div>[sideboard]</div> </div> <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>When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Tap target creature.</div><div>[sideboard]</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spymaster's Vault</div><div>Land</div></div> <div><div>This land enters tapped unless you control a Swamp. {T}: Add {B}. {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.)</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Strength of the Harvest</div><div><div>2</div><div>6/4</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature gets +1/+1 for each creature and/or enchantment you control.</div><div>[sideboard]</div><div>----- BACK FACE -----</div><div><div>Haven of the Harvest</div><div>Land</div></div><div><div>This land enters tapped. {T}: Add {G} or {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Strength of the Harvest</div><div><div>2</div><div>6/4</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature gets +1/+1 for each creature and/or enchantment you control.</div><div>[sideboard]</div><div>----- BACK FACE -----</div><div><div>Haven of the Harvest</div><div>Land</div></div><div><div>This land enters tapped. {T}: Add {G} or {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div>Swamp</div><div>Basic Land -- Swamp</div></div> <div><div>{T}: Add {B}.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div> <div><div>[sideboard]</div><div>----- OTHER FACE -----</div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Temperamental Oozewagg</div><div><div>3</div><div>6</div></div></div> <div><div>Creature -- Ooze Brushwagg</div><div>{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.)</div><div>[sideboard]</div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The Hunger Tide Rises</div><div><div>2</div><div>6</div></div></div> <div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I, II, III -- Create a 1/1 black and green Insect creature token. IV -- Sacrifice any number of creatures. Search your library and/or graveyard for a creature card with mana value less than or equal to the number of creatures sacrificed this way and put it onto the battlefield. If you search your library this way, shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> The Hunger Tide Rises 2G </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)</p> <p>I, II, III -- Create a 1/1 black and green Insect creature token.</p> <p>IV -- Sacrifice any number of creatures. Search your library and/or graveyard for a creature card with mana value less than or equal to the number of creatures sacrificed this way and put it onto the battlefield. If you search your library this way, shuffle.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Thriving Skylaw 2RR </div> <div> Creature -- Cat Dragon </div> <div> <p>Flying</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Tranquil Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Tranquil Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Tune the Narrative U </div> <div> Instant </div> <div> <p>Draw a card. You get {E}{E} (two energy counters).</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Twisted Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Twisted Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Twisted Riddlekeeper 8 </div> <div> Creature -- Eldrazi Sphinx </div> <div> <p>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.)</p> <p>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.)</p> <p>Flying</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - adecesar - 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

Warped Tusker7

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

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Waterlogged Teachings34/8

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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Wing It1W

Instant

Target creature gets +2/+2 until end of turn. Put a flying counter on it.
Scry 1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wither and Bloom1B

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]

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