

<div> <div>Argent Dais</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Artifact</div> <div> <p>This artifact enters with two oil counters on it.</p> <p>Whenever two or more creatures attack, put an oil counter on this artifact.</p> <p>{2}, {T}, Remove two oil counters from this artifact: Exile another target nonland permanent. Its controller draws two cards.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Basking Broodscale</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Lizard</div> <div> <p>Devoid (This card has no color.)</p> <p>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Bespoke Battlewagon</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Artifact -- Vehicle</div> <div> <p>{T}: You get {E}{E} (two energy counters).</p> <p>{T}, Pay {E}{E}: Tap target creature.</p> <p>{T}, Pay {E}{E}{E}: Draw a card.</p> <p>Pay {E}{E}{E}{E}: This Vehicle becomes an artifact creature until end of turn.</p> <p>Crew 4</p> </div> <div>[sideboard]</div> <div> <div>5/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Brainsurge</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Draw four cards, then put two cards from your hand on top of your library in any order.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Bridgeworks Battle</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div>[sideboard]</div> <div> <div>-----</div> <div>BACK FACE</div> </div> <div> <div>Tanglespan Bridgeworks</div> <div></div> </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 {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Conduit Goblin</div> <div> <div>R</div> <div>W</div> </div> </div> <div>Creature -- Goblin Warrior</div> <div> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>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.</p> </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Corrupted Shapeshifter</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Creature -- Eldrazi Shapeshifter</div> <div> <p>Devoid (This card has no color.)</p> <p>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> </div> <div>[sideboard]</div> <div> <div>*/*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Cranial Ram</div> <div> <div>B</div> <div>R</div> </div> </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 +X/+1, where X is the number of artifacts you control.</p> <p>Equip {2}</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div>Cursed Wombat (B)(G)</div> <div>Creature -- Nightmare Wombat</div> <div>{2}{B}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Permanents you control have "Whenever one or more +1/+1 counters are put on this permanent, put an additional +1/+1 counter on it. This ability triggers only once each turn."</div> <div>[sideboard]</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Deem Inferior (3)(U)</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 PLAY botbox.dev</div>	<div>Disciple of Freyalise (3)(G)(G)(G)</div> <div>Creature -- Elf Druid</div> <div>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</div> <div>[sideboard]</div> <div>3/3</div> <div>----- BACK FACE -----</div> <div>Garden of Freyalise</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Drossclaw (1)(B)</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 PLAY botbox.dev</div>
<div>Eldrazi Repurposer (2)(G)</div> <div>Creature -- Eldrazi Drone</div> <div>Devoid (This card has no color.) When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Emrakul's Messenger (1)(U)</div> <div>Creature -- Eldrazi Faerie Rogue</div> <div>Devoid (This card has no color.) Flying Whenever you draw your second card each turn, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Eviscerator's Insight (1)(B)</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Evolution Witness (2)(G)</div> <div>Creature -- Elf Shaman Mutant</div> <div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Evolution Witness (2)(G)

Creature -- Elf Shaman Mutant

[1]{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expel the Unworthy (1)(W)

Sorcery

Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)
Choose target creature with mana value 3 or less. If this spell was kicked, instead choose target creature. Exile the chosen creature, then its controller gains life equal to its mana value.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expel the Unworthy (1)(W)

Sorcery

Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)
Choose target creature with mana value 3 or less. If this spell was kicked, instead choose target creature. Exile the chosen creature, then its controller gains life equal to its mana value.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Cultivation ①ⓖⓖ

Sorcery

You may sacrifice a nontoken green creature rather than pay this spell's mana cost. 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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghostfire Slice (2) (R)

Instant

Devoid (This card has no color.)
This spell costs {2} less to cast if
an opponent controls a multicolored
permanent.
Ghostfire Slice deals 4 damage to
any target.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glimpse the Impossible (2)(R)

Sorcery

Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glyph Elemental (1)(W)

Enchantment Creature -- Elemental

Bestow {1}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)

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

Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grim Servant (3)(B)

Creature -- Zombie Warlock

Menace
When this creature enters, search your library for a card with mana value less than or equal to your devotion to black, reveal it, put it into your hand, then shuffle. You lose 3 life. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)

[sidebar]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Guardian of the Forgotten 3W </div> <div> Creature -- Elephant Warrior </div> <div> Vigilance Whenever a modified creature you control dies, manifest the top card of your library. (Equipment, Auras you control, and counters are modifications. To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) </div> <div> [sideboard] </div> <div> 4/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Horrid Shadowspinner 1UB </div> <div> Creature -- Horror </div> <div> Lifelink Whenever this creature attacks, you may draw cards equal to its power. If you do, discard that many cards. </div> <div> [sideboard] </div> <div> 2/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Horrific Assault G </div> <div> Sorcery </div> <div> Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. If you control an Eldrazi, you gain 3 life. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Inventor's Axe R </div> <div> Artifact -- Equipment </div> <div> Flash When this Equipment enters, you get {E}{E} (two energy counters). When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip--Pay {E}{E}. </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> 1/3 </div> <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> Malevolent Rumble 1G </div> <div> Sorcery </div> <div> Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Mandibular Kite W </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 and has flying. Equip {3}{W} </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

W

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 and has flying.
Equip {3}{W}

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (R)

Destroy each artifact with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Whenever another nontoken creature you control enters, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

[sidebar]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R R

Equipped creature gets +4/+0 and has trample.

Equip {4}
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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R R

Equipped creature gets +4/+0 and has trample.

Equip {4}
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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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.)

```
[sideboard]
```

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless you control a Plains.

{T}: Add {W}.

{2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

(Artifacts, legendaries, and Sagas are historic.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Nadier's Nightblade 2B Creature -- Elf Warrior Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life. [sideboard] <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Nadu, Winged Wisdom 1GU 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Nesting Grounds Land {T}: Add {C}. {1}, {T}: Move a counter from target permanent you control onto a second target permanent. Activate only as a sorcery. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
Nyxborn Hydra XG Enchantment Creature -- Hydra Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Reach, trample This permanent enters with X +1/+1 counters on it. Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample. [sideboard] <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Nyxborn Hydra XG Enchantment Creature -- Hydra Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Reach, trample This permanent enters with X +1/+1 counters on it. Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample. [sideboard] <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Nyxborn Hydra XG Enchantment Creature -- Hydra Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Reach, trample This permanent enters with X +1/+1 counters on it. Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample. [sideboard] <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Nyxborn Unicorn 1W 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Pinnacle Monk (3)(R)(R) </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> <div>2/2</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> Mystic Peak </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pinnacle Monk (3)(R)(R) </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> <div>2/2</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> Mystic Peak </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Retrofitted Transmogrant (B) </div> <div> Artifact Creature -- Zombie </div> <div> {3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it. </div> <div> [sideboard] </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Retrofitted Transmogrant (B) </div> <div> Artifact Creature -- Zombie </div> <div> {3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it. </div> <div> [sideboard] </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Revitalizing Repast (6/6) </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Riddle Gate Gargoyle (W)(U) </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> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Riddle Gate Gargoyle (W)(U) </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> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Riddle Gate Gargoyle (W)(U) </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> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> <div>Rosecot Knight</div> <div> <div>4</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> <div>Vigilance</div> <div>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> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Rosecot Knight</div> <div> <div>4</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> <div>Vigilance</div> <div>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> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Rush of Inspiration</div> <div> <div>1</div> <div>U/R</div> <div>U/R</div> </div> </div> <div> <div>Instant</div> <div> <div>Draw two cards. Then discard a card at random unless you pay {E}{E} (two energy counters).</div> <div>[sideboard]</div> </div> <div> <div>----- BACK FACE -----</div> <div> <div>Crackling Falls</div> <div>Land</div> <div>This land enters tapped. {T}: Add {U} or {R}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Scurrilous Sentry</div> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Knight Rogue</div> <div> <div>Menace</div> <div>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> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div>Scurrilous Sentry</div> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Knight Rogue</div> <div> <div>Menace</div> <div>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> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Scurrilous Sentry</div> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Knight Rogue</div> <div> <div>Menace</div> <div>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> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Sheltering Landscape</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>Shrieking Drake</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Drake</div> <div> <div>Flying</div> <div>When this creature enters, return a creature you control to its owner's hand.</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

<div> Siege Smash <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</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.) Choose one -- * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. </div> <div>[sideboard]</div> <div> <div>1/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> Smelted Chargebug <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact Creature -- Insect</div> <div> Menace 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>1/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> Solar Transformer <div> <div>2</div> </div> </div> <div>Artifact</div> <div> 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. </div> <div>[sideboard]</div> <div> <div>2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> Solar Transformer <div> <div>2</div> </div> </div> <div>Artifact</div> <div> 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. </div> <div>[sideboard]</div> <div> <div>2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> Spawn-Gang Commander <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Eldrazi Goblin</div> <div> Devoid (This card has no color.) When you cast this spell, create three 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." {1}{C}, Sacrifice an Eldrazi: This creature deals 2 damage to any target. </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> Strength of the Harvest <div> <div>2</div> <div>6/N</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> <div>2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> Swamp </div> <div>Basic Land -- Swamp</div> <div> ({T}: Add {B}.) </div> <div>[sideboard]</div> <div> <div>2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> Temperamental Oozewagg <div> <div>3</div> <div>G</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> Temperamental Oozewagg 36 </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.) Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.) </p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> The Hunger Tide Rises 26 </div> <div> Enchantment -- Saga </div> <div> <p> (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. </p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Thriving Skyclaw 2RR </div> <div> Creature -- Cat Dragon </div> <div> <p> 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. </p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Triton Wavebreaker U </div> <div> Enchantment Creature -- Merfolk Wizard </div> <div> <p> Bestow {1}{U} (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.) As long as this permanent is a creature, it has prowess. (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Enchanted creature gets +1/+1 and has prowess. </p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>
<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> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<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.) 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 </p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Ugin's Labyrinth </div> <div> Land </div> <div> <p> Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand. {T}: Add {C}. If a card is exiled with this land, add {C}{C} instead. {T}: Return the exiled card to its owner's hand. </p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Utter Insignificance 1U </div> <div> Enchantment -- Aura </div> <div> <p> Flash Enchant creature Enchanted creature loses all abilities and has base power and toughness 1/1. {2}{C}: Exile enchanted creature. </p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>

Playtest cards - tarkanmag - Limited (Limited Super Qualifier)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 10/11 - 8 cards - 2.5 x 3.5 in each

<div> <div>Wing It</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Target creature gets +2/+2 until end of turn. Put a flying counter on it. Scry 1.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wither and Bloom</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Target creature gets -3/-3 until end of turn.</p> <p>{1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wooded Foothills</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Worn Powerstone</div> <div> <div>3</div> </div> </div> <div>Artifact</div> <div> <p>This artifact enters tapped.</p> <p>{T}: Add {C}{C}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
--	---	---	---

