Accursed Marauder {1}{B}

Creature -- Zombie Warrior

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basking Broodscale {1}{G}

Creature -- Eldrazi Lizard

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bespoke Battlewagon {3}{U}

Artifact -- Vehicle

{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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birthing Ritual {1}{G}

Enchantment

At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bountiful Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle.
Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign to Memory {U}

Instant

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Contaminated Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle.
Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Wombat {B}{G}

Creature -- Nightmare Wombat

{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."

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Cyclops Superconductor {1}{U}{R}

Creature -- Cyclops Wizard

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.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cyclops Superconductor {1}{U}{R}

Creature -- Cyclops Wizard

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.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cyclops Superconductor {1}{U}{R}

Creature -- Cyclops Wizard

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.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep Analysis {3}{U}

Sorcery

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disa the Restless {2}{B}{R}{G}

Legendary Creature -- Human Scout

Whenever a Lhurgoyf permanent card is put into your graveyard from anywhere other than the battlefield, put it onto the battlefield.
Whenever one or more creatures you control deal combat damage to a player, create a Tarmogoyf token.

[sideboard]

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Distinguished Conjurer {1}{W}

Creature -- Human Wizard

Whenever another creature you control enters, you gain 1 life.
{4}{W}, {T}: Exile another target creature you control, then return it to the battlefield under its owner's control.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreamdrinker Vampire {1}{B}

Creature -- Vampire

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.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drossclaw {1}{B}

Artifact -- Equipment

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}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Eldrazi Repurposer {2}{G}

Creature -- Eldrazi Drone

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}."

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fledgling Dragon {2}{R}{R}

Creature -- Dragon

Flying
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."

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foreboding Landscape

Land

{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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fowl Strike {1}{G}

Instant

Destroy target creature with flying.
Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frogmyr Enforcer {7}

Artifact Creature -- Frog Myr

Prototype {3}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)
Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kylebrennan92 - Limited (Limited Super Qualifier) sheet 3/11 - 8 cards - 2.5 x 3.5 in each

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.

Galvanic Discharge {R}

Instant

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galvanic Discharge {R}

Instant

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.

[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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gift of the Viper {G}

Instant

Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexgold Slith {1}{W}

Creature -- Slith

When this creature enters, you get {E}{E} (two energy counters).
Whenever this creature attacks, you may pay {E}{E}. If you do, it gains first strike until end of turn.
Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexgold Slith {1}{W}

Creature -- Slith

When this creature enters, you get {E}{E} (two energy counters).
Whenever this creature attacks, you may pay {E}{E}. If you do, it gains first strike until end of turn.
Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hope-Ender Coatl {2}{U}

Creature -- Eldrazi Snake

Devoid (This card has no color.)
Flash
When you cast this spell, counter target spell an opponent controls unless they pay {1}.
Flying

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroelectric Specimen {2}{U}

Creature -- Weird

Flash
When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.

[sideboard]

1/4

- - - BACK FACE - - -

Hydroelectric Laboratory

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kylebrennan92 - Limited (Limited Super Qualifier) sheet 4/11 - 8 cards - 2.5 x 3.5 in each

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Imskir Iron-Eater {6}{B}{R}

Legendary Creature -- Demon

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
When Imskir enters, you draw X cards and you lose X life, where X is half the number of artifacts you control, rounded down.
{3}{R}, Sacrifice an artifact: Imskir deals damage equal to the sacrificed artifact's mana value to any target.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infernal Captor {3}{R}

Creature -- Devil Rogue

Exploit (When this creature enters, you may sacrifice a creature.)
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.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infernal Captor {3}{R}

Creature -- Devil Rogue

Exploit (When this creature enters, you may sacrifice a creature.)
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.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspired Inventor {2}{W}

Creature -- Human Artificer

When this creature enters, choose one --
* You get {E}{E}{E} (three energy counters).
* Put a +1/+1 counter on target creature.
* Create a 1/1 colorless Servo artifact creature token.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inventor's Axe {R}

Artifact -- Equipment

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}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lion Umbra {G}{G}

Enchantment -- Aura

Enchant modified creature (Equipment, Auras its controller controls, and counters are modifications.)
Enchanted creature gets +3/+3 and has reach and vigilance.
Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meteoric Mace {4}{R}{R}

Artifact -- Equipment

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

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Meteoric Mace {4}{R}{R}

Artifact -- Equipment

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muster the Departed {2}{W}

Enchantment

When this enchantment enters, create a 1/1 white Spirit creature token with flying.
Morbid -- At the beginning of your end step, if a creature died this turn, populate. (Create a token that's a copy of a creature token you control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nadu, Winged Wisdom {1}{G}{U}

Legendary Creature -- Bird Wizard

Flying
Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."

[sideboard]

3/4

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]

1/2

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]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ondu Knotmaster {2}{W}{B}

Creature -- Kor Rogue

Lifelink
Whenever another modified creature you control dies, put two +1/+1 counters on this creature.

[sideboard]

2/2

- - - ADVENTURE - - -

Throw a Line {W}{B}

Sorcery -- Adventure

Distribute two +1/+1 counters among one or two target creatures. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perilous Landscape

Land

{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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kylebrennan92 - Limited (Limited Super Qualifier) sheet 6/11 - 8 cards - 2.5 x 3.5 in each

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Pinnacle Monk {3}{R}{R}

Creature -- Djinn Monk

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.

[sideboard]

2/2

- - - BACK FACE - - -

Mystic Peak

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Powerbalance {R}{R}

Enchantment

Whenever an opponent casts a spell, you may reveal the top card of your library. If you do, you may cast that card without paying its mana cost if the two spells have the same mana value.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Proud Pack-Rhino {2}{W}

Creature -- Rhino

When this creature enters, choose one --
* Put a shield counter on target permanent. (If it would be dealt damage or destroyed, remove a shield counter from it instead.)
* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorgrass Ambush {1}{W}

Instant

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

[sideboard]

- - - BACK FACE - - -

Razorgrass Field

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Pyrosurfer {1}{R}

Creature -- Human Scout

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]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Refurbished Familiar {3}{B}

Artifact Creature -- Zombie Rat

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]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kylebrennan92 - Limited (Limited Super Qualifier) sheet 7/11 - 8 cards - 2.5 x 3.5 in each

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Sage of the Unknowable (1)(U)

Creature -- Human Wizard

{T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sarpadian Simulacrum (R)

Artifact Creature -- Goblin

Haste
{3}{R}, Sacrifice this creature: It deals 4 damage to target creature.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sarpadian Simulacrum (R)

Artifact Creature -- Goblin

Haste
{3}{R}, Sacrifice this creature: It deals 4 damage to target creature.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scurrilous Sentry (3)(B)

Creature -- Human Knight Rogue

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]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scurry of Gremlins (2)(R)(W)

Enchantment

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.
Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.
Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serum Visionary (2)(U)

Creature -- Vedalken Wizard

When this creature enters, draw a card, then scry 2.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kylebrennan92 - Limited (Limited Super Qualifier) sheet 8/11 - 8 cards - 2.5 x 3.5 in each

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Shattered Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.
Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skittering Precursor 2R

Creature -- Eldrazi Drone

Devoid (This card has no color.)
Menace
Whenever you sacrifice a nontoken permanent, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skoa, Embermage 4RR

Legendary Creature -- Goblin Wizard

When Skoa enters, it deals 4 damage to any target.
Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snapping Voidcraw 1GU

Creature -- Eldrazi Turtle

Devoid (This card has no color.)
{T}: Add {C}{C}.
{3}{C}, {T}: Draw a card.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solstice Zealot 2W

Creature -- Rhino Cleric

When this creature enters, you get {E}{E} (two energy counters).
{T}, Pay {E}: Tap target creature.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sowing Mycospawn 3G

Creature -- Eldrazi Fungus

Devoid (This card has no color.)
Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)
When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.
When you cast this spell, if it was kicked, exile target land.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springheart Nantuko 1G

Enchantment Creature -- Insect Monk

Bestow {1}{G}
Enchanted creature gets +1/+1.
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.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

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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.

Sylvan Safekeeper {G}

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temperamental Oozewagg {3}{G}

Creature -- Ooze Brushwagg

{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.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Hunger Tide Rises {2}{G}

Enchantment -- Saga

(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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Landscape

Land

{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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Landscape

Land

{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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twisted Riddlekeeper {8}

Creature -- Eldrazi Sphinx

Emerge {5}{C}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.)
When you cast this spell, tap up to two target permanents. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Flying

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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}{G} ({2}{G}, Discard this card: Draw a card.)

[sideboard]

6/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wastescape Battlemage {1}{C}

Creature -- Eldrazi Wizard

Kicker {G} and/or {1}{U}
When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.
When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kylebrennan92 - Limited (Limited Super Qualifier) sheet 10/11 - 8 cards - 2.5 x 3.5 in each

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Waterlogged Teachings {3}{U/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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wing It {1}{W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wing It {1}{W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Writhing Chrysalis {2}{R}{G}

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."
Reach
Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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