

<div> Aerie Auxiliary <div> <div>3</div> <div>W</div> </div> </div> <div>Creature -- Bird Soldier</div> <div> <p>Flying</p> <p>When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> Aether Spike <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Choose target spell. You get {E}{E} (two energy counters), then you may pay any amount of {E}. Counter that spell unless its controller pays {1} for each {E} paid this way.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> Aether Spike <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Choose target spell. You get {E}{E} (two energy counters), then you may pay any amount of {E}. Counter that spell unless its controller pays {1} for each {E} paid this way.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> Amped Raptor <div> <div>1</div> <div>R</div> </div> </div> <div>Creature -- Dinosaur</div> <div> <p>First strike</p> <p>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> Archway of Innovation </div> <div>Land</div> <div> <p>This land enters tapped unless you control an Island.</p> <p>{T}: Add {U}.</p> <p>{U}, {T}: The next spell you cast this turn has improvise. (Your artifacts can help cast that spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> Arena of Glory </div> <div>Land</div> <div> <p>This land enters tapped unless you control a Mountain.</p> <p>{T}: Add {R}.</p> <p>{R}, {T}, Exert this land: Add {R}{R}. If any of that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> Barbarian Ring </div> <div>Land</div> <div> <p>{T}: Add {R}. This land deals 1 damage to you.</p> <p>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.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> Basking Broodscale <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> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Birthing Ritual</div><div>1G</div></div><div>Enchantment</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bloodsoaked Insight</div><div>5B/RB/R</div></div><div>Sorcery</div><div>This spell costs {1} less to cast for each 1 life your opponents have lost this turn. Target opponent exiles the top three cards of their library. Until the end of your next turn, you may play those cards. If you cast a spell this way, mana of any type can be spent to cast it.</div><div>[sideboard]</div><div>----- BACK FACE -----</div><div><div>Sanguine Morass</div><div>Land</div><div>This land enters tapped. {T}: Add {B} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bountiful Landscape</div></div><div>Land</div><div>{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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Breaker of Creation</div><div>6CC</div></div><div>Creature -- Eldrazi</div><div>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.)</div><div>[sideboard]</div><div>8/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Breathe Your Last</div><div>1BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker. You gain 1 life for each of its colors.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Breathe Your Last</div><div>1BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker. You gain 1 life for each of its colors.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Colossal Dreadmask</div><div>4GG</div></div><div>Artifact -- Equipment</div><div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +6/+6 and has trample. Equip {3}{G}{G}</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consign to Memory</div><div>U</div></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>

Consuming Corruption (B)(B) Instant Consuming Corruption deals X damage to target creature or planeswalker and you gain X life, where X is the number of Swamps you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Copycrook (2)(U)(U) Creature -- Shapeshifter Rogue You may have this creature enter as a copy of any creature on the battlefield, except it has "Whenever this creature attacks, it connives." (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corrupted Shapeshifter (3)(U) Creature -- Eldrazi Shapeshifter Devoid (This card has no color.) As this creature enters, it becomes your choice of a 3/3 creature with flying, a 2/5 creature with vigilance, or a 0/12 creature with defender. [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corrupted Shapeshifter (3)(U) Creature -- Eldrazi Shapeshifter Devoid (This card has no color.) As this creature enters, it becomes your choice of a 3/3 creature with flying, a 2/5 creature with vigilance, or a 0/12 creature with defender. [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cranial Ram (B)(R) 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 +X/+1, where X is the number of artifacts you control. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cranial Ram (B)(R) 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 +X/+1, where X is the number of artifacts you control. Equip {2} [sideboard] 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	Dreadmobile (2)(B) Artifact -- Vehicle Menace {1}, Sacrifice another artifact or creature: Put a +1/+1 counter on this Vehicle. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

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}

5 C

Creature -- Eldrazi

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.)

6/6

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2 G

{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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

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}."

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

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}."

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)

Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)

Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

Vigilance
This creature enters with three
+1/+1 counters on it.

0/0

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{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.)

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{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.)

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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.

③ W/B W/B

Enchant creature
Enchanted creature gets +2/+2 and has
flying and lifelink.

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

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Ⓒ

Deathtouch
Whenever Grist or another creature you control enters, if it entered from your graveyard or you cast it from your graveyard, you may pay {G}. If you do, exile Grist, then return it to the battlefield transformed under its owner's control.

1/2

[+1]: Create a 1/1 black and green Insect creature token, then mill two cards. Put a deathtouch counter on the token if a black card was milled this way.

[-2]: Destroy target artifact or enchantment.

[-6]: For each creature card in your graveyard, create a token that's a copy of it, except it's a 1/1 black and green Insect.

L 3

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① W

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.

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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.

<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> Izzet Generatorium (U)(R) </div> <div>Artifact</div> <div> If you would get one or more {E} (energy counters), you get that many plus one {E} instead. {T}: Draw a card. Activate only if you've paid or lost four or more {E} this turn. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Izzet Generatorium (U)(R) </div> <div>Artifact</div> <div> If you would get one or more {E} (energy counters), you get that many plus one {E} instead. {T}: Draw a card. Activate only if you've paid or lost four or more {E} this turn. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Kozilek's Command (X)(C)(C) </div> <div>Kindred Instant -- Eldrazi</div> <div> Choose two -- * Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." * Target player scries X, then draws a card. * Exile target creature with mana value X or less. * Exile up to X target cards from graveyards. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Legion Leadership (1)(R/W) </div> <div>Instant</div> <div> Until end of turn, double target creature's power and it gains first strike. </div> <div>[sideboard]</div> <div> <div>-----</div> <div>BACK FACE</div> </div> <div> Legion Stronghold </div> <div>Land</div> <div> This land enters tapped. {T}: Add {R} or {W}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Lethal Throwdown (B) </div> <div>Sorcery</div> <div> As an additional cost to cast this spell, sacrifice a creature or sacrifice a modified creature. (Equipment, Auras you control, and counters are modifications.) Destroy target creature or planeswalker. If the modified creature was sacrificed, draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Lion Umbra (G)(G) </div> <div>Enchantment -- Aura</div> <div> 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.) </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>

Playtest cards - Turbokurt - 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;

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sheet 6/11 - 8 cards - 2.5 x 3.5 in each

(X) (R)

Destroy each artifact with mana value X or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)(R)

Destroy each artifact with mana value X or less.

[sidebar]

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Basic Land -- Mountain

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

[sidebar]

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①⑥

Creature -- Dryad

Deathtouch
 {T}: Add {C}.
 {T}: Add one mana of any color.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Dryad

Deathtouch
{T}: Add {C}.
{T}: Add one mana of any color.

[sidebar]

1/2

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(X)(G)

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]

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Priest of Titania 1G </div> <div> Creature -- Elf Druid </div> <div> {T}: Add {G} for each Elf on the battlefield. </div> <div> [sideboard] </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Revitalizing Repast 6/9 </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> Old-Growth Grove </div> <div> Land </div> <div> This land enters tapped. {T}: Add {B} or {G}. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sapphire Medallion 2 </div> <div> Artifact </div> <div> Blue spells you cast cost {1} less to cast. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Scurrilous Sentry 3B </div> <div> Creature -- Human Knight Rogue </div> <div> 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.) </div> <div> [sideboard] </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Serum Visionary 2U </div> <div> Creature -- Vedalken Wizard </div> <div> When this creature enters, draw a card, then scry 2. </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Shattered Landscape </div> <div> Land </div> <div> {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.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Siege Smash 1R </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Skoa, Embermage 4RR </div> <div> Legendary Creature -- Goblin Wizard </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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

<div> <div>Skoa, Embermage</div> <div> <div>4</div> <div>R</div> <div>R</div> </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> <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> <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> <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> <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> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div> <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> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div>Static Prison</div> <div> <div>W</div> </div> </div> <div> <div> <div>Enchantment</div> <div> <div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Suppression Ray</div> <div> <div>3</div> <div>W/U</div> <div>W/U</div> </div> </div> <div> <div> <div>Sorcery</div> <div> <div>Tap all creatures target player controls. You may pay any amount of {E}. If you do, choose up to that many creatures tapped this way. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div> <div>[sideboard]</div> </div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <div>Orderly Plaza</div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {W} or {U}.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div></div>	<div> <div>Swamp</div> </div> <div> <div> <div>Basic Land -- Swamp</div> <div> <div>{T}: Add {B}.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Swamp</div> </div> <div> <div> <div>Basic Land -- Swamp</div> <div> <div>{T}: Add {B}.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

Playtest cards - Turbokurt - Limited (Limited Super Qualifier)

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

sheet 9/11 - 8 cards - 2.5 x 3.5 in each

Tempest Harvester (1)(U) Creature -- Merfolk Wizard When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Draw a card, then discard a card. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tempest Harvester (1)(U) Creature -- Merfolk Wizard When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Draw a card, then discard a card. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Charm (1)(W) Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. [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] <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstable Amulet (1)(R) Artifact When this artifact enters, you get {E}{E} (two energy counters). Whenever you cast a spell from anywhere other than your hand, this artifact deals 1 damage to each opponent. {T}, Pay {E}{E}: Exile the top card of your library. You may play it until you exile another card with this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Utter Insignificance (1)(U) Enchantment -- Aura Flash Enchant creature Enchanted creature loses all abilities and has base power and toughness 1/1. {2}{C}: Exile enchanted creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voidpouncer (1)(R) Creature -- Eldrazi Devoid (This card has no color.) Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.) If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste. [sideboard] <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3 W W

Flying

When this creature enters, you get {E}{E}{E} (three energy counters). At the beginning of combat on your turn, you may pay {E}{E}. When you do, choose one --

- * This creature gains vigilance and lifelink until end of turn.
- * Other creatures you control get +1/+1 until end of turn.

4/4

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③ U/B

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

Inundated Archive

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

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① ②

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.

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2 R G

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.

2/3

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