

<div> Aerie Auxiliary 3W </div> <div> Creature -- Bird Soldier </div> <div> Flying When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.) </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Arena of Glory </div> <div> Land </div> <div> This land enters tapped unless you control a Mountain. {T}: Add {R}. {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.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Bloodsoaked Insight 5B/RB/R </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> <div>----- BACK FACE -----</div> <div> Sanguine Morass </div> <div> Land </div> <div> This land enters tapped. {T}: Add {B} or {R}. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Colossal Dreadmask 4GG </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Consuming Corruption BB </div> <div> Instant </div> <div> Consuming Corruption deals X damage to target creature or planeswalker and you gain X life, where X is the number of Swamps you control. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Contaminated Landscape </div> <div> Land </div> <div> {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.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Decree of Justice XX2WW </div> <div> Sorcery </div> <div> Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Deem Inferior 3U </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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] <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dog Umbra (1)(W) Enchantment -- Aura 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dog Umbra (1)(W) Enchantment -- Aura 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.) [sideboard] 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] <div>2/1</div> 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	Drownyard Lurker (7) Creature -- Eldrazi Trilobite Vigilance When you cast or cycle Drownyard Lurker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Cycling {2}{U} ({2}{U}, Discard this card: Draw a card.) [sideboard] <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Electrozoa (2)(U) Creature -- Jellyfish Flash Flying When this creature enters, you get {E}{E} (two energy counters). At the beginning of your first main phase, tap this creature unless you pay {E}. [sideboard] <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emperor of Bones (1)(B) Creature -- Skeleton Noble At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Emrakul's Messenger <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Eldrazi Faerie Rogue</div> <div> <div>Devoid (This card has no color.)</div> <div>Flying</div> <div>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 PLAYbotbox.dev</div> </div> </div>	<div> Evolution Witness <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Shaman Mutant</div> <div> <div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</div> <div>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 PLAYbotbox.dev</div> </div> </div>	<div> Expanding Ooze <div> <div>1</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Creature -- Ooze</div> <div> <div>{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> Fanged Flames <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Devoid (This card has no color.)</div> <div>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>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> Fanged Flames <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Devoid (This card has no color.)</div> <div>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>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> Fell the Profane <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>Destroy target creature or planeswalker.</div> <div>[sideboard]</div> <div>----- -- - BACK FACE - - --</div> <div> Fell Mire <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.</div> <div>{T}: Add {B}.</div> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> Foreboding Landscape </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.</div> <div>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> Frogmyr Enforcer <div> <div>7</div> </div> </div> <div> <div>Artifact Creature -- Frog Myr</div> <div> <div>Prototype {3}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

Gravedig (1)(B) <hr/> Sorcery <hr/> Choose one -- * Target player creates a 2/2 black Zombie creature token. * Return target creature card from your graveyard to your hand. Entwine {2} (Choose both if you pay the entwine cost.) [sideboard] <div>3/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Servant (3)(B) <hr/> Creature -- Zombie Warlock <hr/> 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.) [sideboard] <div>3/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infernal Captor (3)(R) <hr/> Creature -- Devil Rogue <hr/> 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] <div>3/3</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspired Inventor (2)(W) <hr/> Creature -- Human Artificer <hr/> 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] <div>2/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inspired Inventor (2)(W) <hr/> Creature -- Human Artificer <hr/> 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] <div>2/2</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island <hr/> Basic Land -- Island <hr/> ({T}: Add {U}.) [sideboard] <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island <hr/> Basic Land -- Island <hr/> ({T}: Add {U}.) [sideboard] <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lion Umbra (G)(G) <hr/> Enchantment -- Aura <hr/> 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] <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① ②

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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① ②

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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① ②

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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

When this enchantment enters and whenever you draw your third card each turn, amass Zombies 3. (Put three +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RRR

Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Nadier's Nightblade 2B</div> <div>Creature -- Elf Warrior</div> <div>Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Nesting Grounds</div> <div>Land</div> <div>{T}: Add {C}. {1}, {T}: Move a counter from target permanent you control onto a second target permanent. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Nyxborn Unicorn 1W</div> <div>Enchantment Creature -- Unicorn</div> <div>Bestow {3}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) Enchanted creature gets +2/+2 and has mentor.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ondu Knotmaster 2WB</div> <div>Creature -- Kor Rogue</div> <div>Lifelink Whenever another modified creature you control dies, put two +1/+1 counters on this creature.</div> <div>[sideboard]</div> <div>2/2</div> <div>----- ADVENTURE -----</div> <div>Throw a Line WB</div> <div>Sorcery -- Adventure</div> <div>Distribute two +1/+1 counters among one or two target creatures. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Perilous Landscape</div> <div>Land</div> <div>{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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Primal Prayers (2)(G)(G) </div> <div> Enchantment </div> <div> <p>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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Reckless Pyrosurfer (1)(R) </div> <div> Creature -- Human Scout </div> <div> <p>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.)</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Refurbished Familiar (3)(B) </div> <div> Artifact Creature -- Zombie Rat </div> <div> <p>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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Retrofitted Transmogrant (B) </div> <div> Artifact Creature -- Zombie </div> <div> <p>{3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it.</p> </div> <div> <div>[sideboard]</div> </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> <p>{3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Revitalizing Repast (8/G) </div> <div> Instant </div> <div> <p>Put a +1/+1 counter on target creature. It gains indestructible until end of turn.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>----- - - - BACK FACE - - -</div> </div> <div> <div> Old-Growth Grove </div> <div> Land </div> <div> <p>This land enters tapped. {T}: Add {B} or {G}.</p> </div> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Scurrilous Sentry (3)(B) </div> <div> Creature -- Human Knight Rogue </div> <div> <p>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.)</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Serum Visionary (2)(U) </div> <div> Creature -- Vedalken Wizard </div> <div> <p>When this creature enters, draw a card, then scry 2.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div>Shattered Landscape</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shattered Landscape</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sheltering Landscape</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.)</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shifting Woodland</div><div>Land</div><div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Shrieking Drake</div><div>U</div><div>Creature -- Drake</div><div><p>Flying</p><p>When this creature enters, return a creature you control to its owner's hand.</p><p>[sideboard]</p></div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Siege Smash</div><div>1R</div><div>Instant</div><div><p>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</p><p>Choose one --</p><p>* Destroy target artifact.</p><p>* Target creature gets +3/+2 and gains trample until end of turn.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Skoa, Embermage</div><div>4RR</div><div>Legendary Creature -- Goblin Wizard</div><div><p>When Skoa enters, it deals 4 damage to any target.</p><p>Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target.</p><p>[sideboard]</p></div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snapping Voidcraw</div><div>1GU</div><div>Creature -- Eldrazi Turtle</div><div><p>Devoid (This card has no color.)</p><p>{T}: Add {C}{C}.</p><p>{3}{C}, {T}: Draw a card.</p><p>[sideboard]</p></div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Snapping Voidcraw <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Eldrazi Turtle</div> <div> <div>Devoid (This card has no color.)</div> <div>{T}: Add {C}{C}.</div> <div>{3}{C}, {T}: Draw a card.</div> <div>[sideboard]</div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> Sneaky Snacker <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> Solar Transformer <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>This artifact enters tapped.</div> <div>When this artifact enters, you get {E}{E}{E} (three energy counters).</div> <div>{T}: Add {C}.</div> <div>{T}, Pay {E}: Add one mana of any color.</div> <div>[sideboard]</div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> Springheart Nantuko <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment Creature -- Insect Monk</div> <div> <div>Bestow {1}{G}</div> <div>Enchanted creature gets +1/+1.</div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> Stump Stomp <div> <div>1</div> <div>R/G</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div> <div>[sideboard]</div> </div> <div> <div>BACK FACE</div> <div> <div>Burnwillow Clearing</div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {R} or {G}.</div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div></div>	<div> Swamp </div> <div> <div>Basic Land -- Swamp</div> <div> <div>{T}: Add {B}.</div> <div>[sideboard]</div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> Tempest Harvester <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>When this creature enters, you get {E}{E} (two energy counters).</div> <div>{T}, Pay {E}: Draw a card, then discard a card.</div> <div>[sideboard]</div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> The Necrobloom <div> <div>1</div> <div>W</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Legendary Creature -- Plant</div> <div> <div>Landfall -- Whenever a land you control enters, create a 0/1 green Plant creature token. If you control seven or more lands with different names, create a 2/2 black Zombie creature token instead.</div> <div>Land cards in your graveyard have dredge 2. (You may return a land card from your graveyard to your hand and mill two cards instead of drawing a card.)</div> <div>[sideboard]</div> </div> <div> <div>2/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

3 C

{C} represents colorless mana.)
When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.
When this creature leaves the battlefield, target opponent draws a card.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

8

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

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Devoid (This card has no color.)
Draw three cards and create a 0/1
colorless Eldrazi Spawn creature
token with "Sacrifice this token:
Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped.

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.

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

<div> <div>Victimize</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Waterlogged Teachings</div> <div> <div>3</div> <div>U/B</div> </div> </div> <div>Instant</div> <div>Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.</div> <div>[sideboard]</div> <div> <div>----- BACK FACE -----</div> <div>Inundated Archive</div> <div>Land</div> <div>This land enters tapped. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Wither and Bloom</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Wumpus Aberration</div> <div> <div>3</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Beast</div> <div>Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample</div> <div>[sideboard]</div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
--	--	--	---