

<div> Abstruse Appropriation 2WB </div> <div> Instant </div> <div> <p>Devoid (This card has no color.) Exile target nonland permanent. You may cast that card for as long as it remains exiled, and you may spend colorless mana as though it were mana of any color to cast that spell.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Aether Spike 1U </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> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Ajani Fells the Godsire 3WW </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Exile target creature an opponent controls with power 3 or greater. II -- Create a 2/1 white Cat Warrior creature token, then put a vigilance counter on a creature you control. III -- Target creature you control gains double strike until end of turn.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Barbarian Ring </div> <div> Land </div> <div> <p>{T}: Add {R}. This land deals 1 damage to you. Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Bespoke Battlewagon 3U </div> <div> Artifact -- Vehicle </div> <div> <p>{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</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>5/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Bloodsoaked Insight 5B/RB/R </div> <div> Sorcery </div> <div> <p>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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> Sanguine Morass </div> <div> Land </div> <div> <p>This land enters tapped. {T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Bloodstained Mire </div> <div> Land </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Bountiful Landscape </div> <div> Land </div> <div> <p>{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.)</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> <div>Buried Alive</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Search your library for up to three creature cards, put them into your graveyard, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Collective Resistance</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>Escalate {G} (Pay this cost for each mode chosen beyond the first.) Choose one or more --</p> <ul style="list-style-type: none"> * Destroy target artifact. * Destroy target enchantment. * Target creature gains hexproof and indestructible until end of turn. <p>[sideboard]</p> </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.) 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> <p>[sideboard]</p> </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.) Equipped creature gets +X/+1, where X is the number of artifacts you control.</p> <p>Equip {2}</p> <p>[sideboard]</p> </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.) Equipped creature gets +X/+1, where X is the number of artifacts you control.</p> <p>Equip {2}</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Cyclops Superconductor</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div>Creature -- Cyclops Wizard</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Deceptive Landscape</div> </div> <div>Land</div> <div> <p>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Decree of Justice</div> <div> <div>X</div> <div>X</div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>Create X 4/4 white Angel creature tokens with flying.</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> <div>Deem Inferior</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>This spell costs {1} less to cast for each card you've drawn this turn.</p> <p>The owner of target nonland permanent puts it into their library second from the top or on the bottom.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Depth Defiler</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {C} (You may pay an additional {C} as you cast this spell.)</p> <p>When you cast this spell, choose one. If it was kicked, choose both instead.</p> <p>* Return target creature to its owner's hand.</p> <p>* Target player draws two cards, then discards a card.</p> <p>[sideboard]</p> </div> <div> <div>3/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Disciple of Freyalise</div> <div> <div>3</div> <div>G</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Elf Druid</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div> <div>----- BACK FACE -----</div> <div>Garden of Freyalise</div> <div>Land</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>Drossclaw</div> <div> <div>1</div> <div>B</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 +1/+1. Whenever equipped creature attacks, each opponent loses 1 life.</p> <p>Equip {2}</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Drossclaw</div> <div> <div>1</div> <div>B</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 +1/+1. Whenever equipped creature attacks, each opponent loses 1 life.</p> <p>Equip {2}</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Drossclaw</div> <div> <div>1</div> <div>B</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 +1/+1. Whenever equipped creature attacks, each opponent loses 1 life.</p> <p>Equip {2}</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Eldrazi Repurposer</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Drone</div> <div> <p>Devoid (This card has no color.)</p> <p>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}."</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Essence Reliquary</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Artifact</div> <div> <p>{T}: Return another target permanent you control and all Auras you control attached to it to their owner's hand. Activate only during your turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> <div>Eviscerator's Insight (1)(B)</div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>Draw two cards.</p> <p>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Eviscerator's Insight (1)(B)</div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>Draw two cards.</p> <p>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Evolution Witness (2)(G)</div> <div>Creature -- Elf Shaman Mutant</div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> </div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Expanding Ooze (1)(B)(G)</div> <div>Creature -- Ooze</div> <div> <p>{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p> <p>Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)</p> </div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>
<div> <div>Expel the Unworthy (1)(W)</div> <div>Sorcery</div> <div> <p>Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)</p> <p>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.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Faithful Watchdog (G)(W)</div> <div>Creature -- Dog</div> <div> <p>Vigilance</p> <p>This creature enters with three +1/+1 counters on it.</p> </div> <div>[sideboard]</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Faithful Watchdog (G)(W)</div> <div>Creature -- Dog</div> <div> <p>Vigilance</p> <p>This creature enters with three +1/+1 counters on it.</p> </div> <div>[sideboard]</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Fledgling Dragon (2)(R)(R)</div> <div>Creature -- Dragon</div> <div> <p>Flying</p> <p>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."</p> </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>

<div> Foreboding Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Gift of the Viper </div> <div> Instant </div> <div> <p>Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Glimpse the Impossible </div> <div> Sorcery </div> <div> <p>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}."</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Golden-Tail Trainer </div> <div> Creature -- Fox Samurai </div> <div> <p>Aura and Equipment spells you cast cost {X} less to cast, where X is this creature's power. Whenever this creature attacks, other modified creatures you control get +X/+X until end of turn, where X is this creature's power. (Equipment, Auras you control, and counters are modifications.)</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Gravedig </div> <div> Sorcery </div> <div> <p>Choose one --</p> <p>* Target player creates a 2/2 black Zombie creature token.</p> <p>* Return target creature card from your graveyard to your hand.</p> <p>Entwine {2} (Choose both if you pay the entwine cost.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Hexgold Slith </div> <div> Creature -- Slith </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Horrid Shadowspinner </div> <div> Creature -- Horror </div> <div> <p>Lifelink</p> <p>Whenever this creature attacks, you may draw cards equal to its power. If you do, discard that many cards.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Horrific Assault </div> <div> Sorcery </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> <div>Hydroelectric Specimen</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Weird</div> <div>Flash</div> <div>When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</div> <div>[sideboard]</div> <div>1/4</div> <div>----- BACK FACE -----</div> <div>Hydroelectric Laboratory</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Jolted Awake</div> <div>W</div> </div> <div> <div>Sorcery</div> <div>Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Kami of Jealous Thirst</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Spirit</div> <div>Deathtouch</div> <div>{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 PLAYbotbox.dev</div> </div>	<div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>G</div> </div> </div> <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 PLAYbotbox.dev</div> </div>	<div> <div>Meltdown</div> <div> <div>X</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div>Destroy each artifact with mana value X or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Mindless Conscription</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> <div>Molten Gatekeeper</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Golem</div> <div> 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.) <div>[sideboard]</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Mountain</div> </div> <div> <div>Basic Land -- Mountain</div> <div> ({T}: Add {R}.) <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Mountain</div> </div> <div> <div>Basic Land -- Mountain</div> <div> ({T}: Add {R}.) <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Nyxborn Hydra</div> <div> <div>X</div> <div>G</div> </div> </div> <div> <div>Enchantment Creature -- Hydra</div> <div> 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. <div>[sideboard]</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div>Obstinate Gargoyle</div> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Artifact Creature -- Gargoyle</div> <div> This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.) Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Obstinate Gargoyle</div> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Artifact Creature -- Gargoyle</div> <div> This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.) Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Path of Annihilation</div> <div> <div>3</div> <div>G</div> </div> </div> <div> <div>Enchantment</div> <div> Devoid (This card has no color.) When this enchantment enters, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Eldrazi you control have "{T}: Add one mana of any color." Whenever you cast a creature spell with mana value 7 or greater, you gain 4 life. <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Perilous Landscape</div> </div> <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>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

<div> Petrifying Meddler 4U </div> <div> Creature -- Eldrazi </div> <div> Devoid (This card has no color.) When you cast this spell, tap up to one target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) Reach </div> <div> [sideboard] </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Phyrexian Ironworks 2R </div> <div> Artifact </div> <div> Whenever you attack, you get {E} (an energy counter). {T}, Pay {E}{E}{E}: Create a 3/3 colorless Phyrexian Golem artifact creature token. Activate only as a sorcery. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Pinnacle Monk 3RR </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Polluted Delta </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Proud Pack-Rhino 2W </div> <div> Creature -- Rhino </div> <div> 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.) </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Razorgrass Ambush 1W </div> <div> Instant </div> <div> Razorgrass Ambush deals 3 damage to target attacking or blocking creature. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Ripples of Undeath 1B </div> <div> Enchantment </div> <div> At the beginning of your first main phase, mill three cards. Then you may pay {1} and 3 life. If you do, put a card from among those cards into your hand. </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sarpadian Simulacrum R </div> <div> Artifact Creature -- Goblin </div> <div> Haste {3}{R}, Sacrifice this creature: It deals 4 damage to target creature. </div> <div> [sideboard] </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> Scurry of Gremlins 2RW </div> <div> Enchantment </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Serum Visionary 2U </div> <div> Creature -- Vedalken Wizard </div> <div> <p>When this creature enters, draw a card, then scry 2.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Smelted Chargebug 1R </div> <div> Artifact Creature -- Insect </div> <div> <p>Menace</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Snapping Voidcraw 1GU </div> <div> Creature -- Eldrazi Turtle </div> <div> <p>Devoid (This card has no color.) {T}: Add {C}{C}. {3}{C}, {T}: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Snapping Voidcraw 1GU </div> <div> Creature -- Eldrazi Turtle </div> <div> <p>Devoid (This card has no color.) {T}: Add {C}{C}. {3}{C}, {T}: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Spawn-Gang Commander 3RR </div> <div> Creature -- Eldrazi Goblin </div> <div> <p>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}."</p> <p>{1}{C}, Sacrifice an Eldrazi: This creature deals 2 damage to any target.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Strength of the Harvest 26/W </div> <div> Enchantment -- Aura </div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +1/+1 for each creature and/or enchantment you control.</p> <p>[sideboard]</p> </div> <div> <div>----- BACK FACE -----</div> <div> Haven of the Harvest </div> <div> Land </div> <p>This land enters tapped. {T}: Add {G} or {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> The Creation of Avacyn 1BB </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Search your library for a card, exile it face down, then shuffle.</p> <p>II -- Turn the exiled card face up. If it's a creature card, you lose life equal to its mana value.</p> <p>III -- You may put the exiled card onto the battlefield if it's a creature card. If you don't put it onto the battlefield, put it into its owner's hand.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> The Hunger Tide Rises 2G </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)</p> <p>I, II, III -- Create a 1/1 black and green Insect creature token.</p> <p>IV -- Sacrifice any number of creatures. Search your library and/or graveyard for a creature card with mana value less than or equal to the number of creatures sacrificed this way and put it onto the battlefield. If you search your library this way, shuffle.</p> <p>[sideboard]</p> </div> <div> <div>2/7</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> The Necrobloom 1WBG </div> <div> Legendary Creature -- Plant </div> <div> <p>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.</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>2/7</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Thraben Charm 1W </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * 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. <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Thriving Skyclaw 2RR </div> <div> Creature -- Cat Dragon </div> <div> <p>Flying</p> <p>When this creature enters, you get {E}{E}{E} (three energy counters). Whenever this creature attacks, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on it.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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.)</p> <p>When you cast this spell, tap up to two target permanents. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> <p>Flying</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> White Orchid Phantom WW </div> <div> Creature -- Spirit Knight </div> <div> <p>Flying, first strike</p> <p>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Wing It 1W </div> <div> Instant </div> <div> <p>Target creature gets +2/+2 until end of turn. Put a flying counter on it.</p> <p>Scry 1.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Wing It 1W </div> <div> Instant </div> <div> <p>Target creature gets +2/+2 until end of turn. Put a flying counter on it.</p> <p>Scry 1.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

Playtest cards - DirtyOwl - 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>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>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>	<div> <div>Writhing Chrysalis</div> <div> <div>2</div> <div>R</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Drone</div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p> <p>Reach</p> <p>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Writhing Chrysalis</div> <div> <div>2</div> <div>R</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Drone</div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p> <p>Reach</p> <p>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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