

<div> <div> Accursed Marauder <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Warrior</div> <div> When this creature enters, each player sacrifices a nontoken creature of their choice. </div> <div> <div>[sideboard]</div> <div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Accursed Marauder <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Warrior</div> <div> When this creature enters, each player sacrifices a nontoken creature of their choice. </div> <div> <div>[sideboard]</div> <div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Aerie Auxiliary <div> <div>3</div> <div>W</div> </div> </div> <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> <div>[sideboard]</div> <div> <div>3/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Aether Spike <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> 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. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Arena of Glory </div> <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> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Boggart Trawler <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Goblin</div> <div> When this creature enters, exile target player's graveyard. </div> <div> <div>[sideboard]</div> <div> <div>3/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Breathe Your Last <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> Destroy target creature or planeswalker. You gain 1 life for each of its colors. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - pizzangry - 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 1/11 - 8 cards - 2.5 x 3.5 in each

<div> Distinguished Conjurer 1W </div> <div> Creature -- Human Wizard </div> <div> <p>Whenever another creature you control enters, you gain 1 life.</p> <p>{4}{W}, {T}: Exile another target creature you control, then return it to the battlefield under its owner's control.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dreamdrinker Vampire 1B </div> <div> Creature -- Vampire </div> <div> <p>Lifelink</p> <p>{1}{B}: 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, it gains menace until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dreamtide Whale 2U </div> <div> Creature -- Whale </div> <div> <p>Vanishing 2 (This creature enters with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)</p> <p>Whenever a player casts their second spell each turn, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>[sideboard]</p> </div> <div> <div>7/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Drossclaw 1B </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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Eladamri, Korvecdal 1GG </div> <div> Legendary Creature -- Elf Warrior </div> <div> <p>You may look at the top card of your library any time.</p> <p>You may cast creature spells from the top of your library.</p> <p>{G}, {T}, Tap two untapped creatures you control: Reveal a card from your hand or the top card of your library. If you reveal a creature card this way, put it onto the battlefield. Activate only during your turn.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Eldrazi Repurposer 2G </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Emrakul's Messenger 1U </div> <div> Creature -- Eldrazi Faerie Rogue </div> <div> <p>Devoid (This card has no color.)</p> <p>Flying</p> <p>Whenever you draw your second card each turn, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Envoy of the Ancestors 2W </div> <div> Creature -- Human Cleric </div> <div> <p>Outlast {W} ({W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.)</p> <p>Modified creatures you control have lifelink. (Equipment, Auras you control, and counters are modifications.)</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> <div>Eviscerator's Insight</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Ghostfire Slice</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Devoid (This card has no color.) This spell costs {2} less to cast if an opponent controls a multicolored permanent. Ghostfire Slice deals 4 damage to any target.</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Gift of the Viper</div> <div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <p>Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Golden-Tail Trainer</div> <div> <div>1</div> <div>G</div> <div>W</div> </div> </div> <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> <div>[sideboard]</div> </div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Gravedig</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>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.)</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Hexgold Slith</div> <div> <div>1</div> <div>W</div> </div> </div> <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> <div>[sideboard]</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Hexgold Slith</div> <div> <div>1</div> <div>W</div> </div> </div> <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> <div>[sideboard]</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Hexgold Slith</div> <div> <div>1</div> <div>W</div> </div> </div> <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> <div>[sideboard]</div> </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Hope-Ender Coatl (2)(U) Creature -- Eldrazi Snake Devoid (This card has no color.) Flash When you cast this spell, counter target spell an opponent controls unless they pay {1}. Flying [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horrific Assault (G) Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imskir Iron-Eater (6)(B)(R) Legendary Creature -- Demon Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) When Imskir enters, you draw X cards and you lose X life, where X is half the number of artifacts you control, rounded down. {3}{R}, Sacrifice an artifact: Imskir deals damage equal to the sacrificed artifact's mana value to any target. [sideboard] <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Indebted Spirit (W) Enchantment Creature -- Spirit Bestow {2}{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.) Afterlife 1 (When this permanent is put into a graveyard from the battlefield, create a 1/1 white and black Spirit creature token with flying.) Enchanted creature gets +1/+1 and has afterlife 1. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Infernal Captor (3)(R) Creature -- Devil Rogue Exploit (When this creature enters, you may sacrifice a creature.) When this creature exploits a creature, gain control of target artifact or creature until end of turn. Untap that permanent. It gains haste until end of turn. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inventor's Axe (R) Artifact -- Equipment Flash When this Equipment enters, you get {E}{E} (two energy counters). When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip--Pay {E}{E}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lion Umbra (G)(G) Enchantment -- Aura Enchant modified creature (Equipment, Auras its controller controls, and counters are modifications.) Enchanted creature gets +3/+3 and has reach and vigilance. Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mandibular Kite (W) 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 and has flying. Equip {3}{W} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Powerbalance</div> <div>Enchantment</div> <div>Whenever an opponent casts a spell, you may reveal the top card of your library. If you do, you may cast that card without paying its mana cost if the two spells have the same mana value.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Priest of Titania</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G} for each Elf on the battlefield.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Retrofitted Transmogrant</div> <div>Artifact Creature -- Zombie</div> <div>{3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Riddle Gate Gargoyle</div> <div>Artifact Creature -- Gargoyle</div> <div>Flying When this creature enters, you get {E}{E}{E} (three energy counters). Whenever you attack, you may pay {E}{E}. When you do, target creature you control gains lifelink until end of turn.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Rosheen, Roaring Prophet</div> <div>Legendary Creature -- Giant Shaman</div> <div>When Rosheen enters, mill six cards. You may put a card with {X} in its mana cost from among them into your hand. {T}: Reveal any number of cards with {X} in their mana cost in your hand. Add {C}{C} for each card revealed this way. Spend this mana only on costs that contain {X}.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Rush of Inspiration</div> <div>Instant</div> <div>Draw two cards. Then discard a card at random unless you pay {E}{E} (two energy counters).</div> <div>[sideboard]</div> <div>----- BACK FACE -----</div> <div>Crackling Falls</div> <div>Land</div> <div>This land enters tapped. {T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Sarpadian Simulacrum</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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div>Sarpadian Simulacrum</div> <div> <div> <div></div> <div></div> </div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Goblin</div> <div> <div>Haste</div> <div>{3}{R}, Sacrifice this creature: It deals 4 damage to target creature.</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Serum Visionary</div> <div> <div> <div></div> <div></div> </div> <div>2U</div> </div> </div> <div> <div>Creature -- Vedalken Wizard</div> <div> <div>When this creature enters, draw a card, then scry 2.</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Sevinne's Reclamation</div> <div> <div> <div></div> <div></div> </div> <div>2W</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Return target permanent card with mana value 3 or less from your graveyard to the battlefield. If this spell was cast from a graveyard, you may copy this spell and may choose a new target for the copy.</div> <div>Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Siege Smash</div> <div> <div> <div></div> <div></div> </div> <div>1R</div> </div> </div> <div> <div>Instant</div> <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.)</div> <div>Choose one --</div> <div>* Destroy target artifact.</div> <div>* Target creature gets +3/+2 and gains trample until end of turn.</div> <div>[sideboard]</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div>Siege Smash</div> <div> <div> <div></div> <div></div> </div> <div>1R</div> </div> </div> <div> <div>Instant</div> <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.)</div> <div>Choose one --</div> <div>* Destroy target artifact.</div> <div>* Target creature gets +3/+2 and gains trample until end of turn.</div> <div>[sideboard]</div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Sink into Stupor</div> <div> <div> <div></div> <div></div> </div> <div>1UU</div> </div> </div> <div> <div>Instant</div> <div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>[sideboard]</div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <div>Soporific Springs</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div> </div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Smelted Chargebug</div> <div> <div> <div></div> <div></div> </div> <div>1R</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>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Solstice Zealot</div> <div> <div> <div></div> <div></div> </div> <div>2W</div> </div> </div> <div> <div>Creature -- Rhino Cleric</div> <div> <div>When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Tap target creature.</div> <div>[sideboard]</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

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<div><div>Sundering Eruption<div>2R</div></div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.</div><div>[sideboard]</div><div>----- BACK FACE -----</div><div>Volcanic Fissure</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thraben Charm<div>1W</div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thriving Skylaw<div>2RR</div></div><div>Creature -- Cat Dragon</div><div>Flying When this creature enters, you get {E}{E}{E} (three energy counters). Whenever this creature attacks, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on it.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tranquil Landscape</div><div>Land</div><div>{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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Twisted Landscape</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Twisted Landscape</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Twisted Landscape</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Twisted Landscape</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Twisted Landscape</div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Twisted Riddlekeeper8</div> <div>Creature -- Eldrazi Sphinx</div> <div>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</div> <div>[sideboard]</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Unfathomable Truths4U</div> <div>Instant</div> <div>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}."</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Urza's Cave</div> <div>Land -- Urza's Cave</div> <div>{T}: Add {C}. {3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Urza's Cave</div> <div>Land -- Urza's Cave</div> <div>{T}: Add {C}. {3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Urza's Cave</div> <div>Land -- Urza's Cave</div> <div>{T}: Add {C}. {3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Waterlogged Teachings3U/B</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>----- BACK FACE -----</div> <div><div>Inundated Archive</div><div>Land</div><div>This land enters tapped. {T}: Add {U} or {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Wing It1W</div> <div>Instant</div> <div>Target creature gets +2/+2 until end of turn. Put a flying counter on it. Scry 1.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Wither and Bloom

1 B

Instant

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wither and Bloom

1 B

Instant

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wurmcoil Larva

3 B B

Artifact Creature -- Phyrexian Wurm

Deathtouch, lifelink

When this creature dies, create a 1/2 black Phyrexian Wurm artifact creature token with deathtouch and a 2/1 black Phyrexian Wurm artifact creature token with lifelink.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wurmcoil Larva

3 B B

Artifact Creature -- Phyrexian Wurm

Deathtouch, lifelink

When this creature dies, create a 1/2 black Phyrexian Wurm artifact creature token with deathtouch and a 2/1 black Phyrexian Wurm artifact creature token with lifelink.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev