Accursed Marauder {1}{B}

Creature -- Zombie Warrior

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aether Spike {1}{U}

Instant

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Amped Raptor {1}{R}

Creature -- Dinosaur

First strike
When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodsoaked Insight {5}{B/R}{B/R}

Sorcery

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.

[sideboard]

- - - BACK FACE - - -

Sanguine Morass

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boggart Trawler {2}{B}

Creature -- Goblin

When this creature enters, exile target player's graveyard.

[sideboard]

3/1

- - - BACK FACE - - -

Boggart Bog

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bountiful Landscape

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buried Alive {2}{B}

Sorcery

Search your library for up to three creature cards, put them into your graveyard, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cayth, Famed Mechanist {1}{U}{R}{W}

Legendary Creature -- Dwarf Artificer

Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)
Other nontoken creatures you control have fabricate 1.
{2}, {T}: Choose one --
* Populate.
* Proliferate.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Seasoned_Shaman - Limited (Limited Super Qualifier) sheet 1/11 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Cephalid Coliseum

Land

{T}: Add {U}. This land deals 1 damage to you.
Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charitable Levy {1}{W}

Enchantment

Noncreature spells cost {1} more to cast.
Whenever a player casts a noncreature spell, put a collection counter on this enchantment. Then if there are three or more collection counters on it, sacrifice it. If you do, draw a card, then you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charitable Levy {1}{W}

Enchantment

Noncreature spells cost {1} more to cast.
Whenever a player casts a noncreature spell, put a collection counter on this enchantment. Then if there are three or more collection counters on it, sacrifice it. If you do, draw a card, then you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Colossal Dreadmask {4}{G}{G}

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 +6/+6 and has trample.
Equip {3}{G}{G}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Colossal Dreadmask {4}{G}{G}

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 +6/+6 and has trample.
Equip {3}{G}{G}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Colossal Dreadmask {4}{G}{G}

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 +6/+6 and has trample.
Equip {3}{G}{G}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conduit Goblin {R}{W}

Creature -- Goblin Warrior

When this creature enters, you get {E}{E} (two energy counters).
At the beginning of combat on your turn, you may pay {E}. If you do, another target creature you control gets +1/+0 and gains haste until end of turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Contaminated Landscape

Land

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

[sideboard]

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Copycrook {2}{U}{U}

Creature -- Shapeshifter Rogue

You may have this creature enter as a copy of any creature on the battlefield, except it has "Whenever this creature attacks, it connives." (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

[sideboard]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cranial Ram {B}{R}

Artifact -- Equipment

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +X/+1, where X is the number of artifacts you control.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cyclops Superconductor {1}{U}{R}

Creature -- Cyclops Wizard

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When this creature enters, you get {E}{E}{E} (three energy counters).
When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decree of Justice {X}{X}{2}{W}{W}

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Detective's Phoenix {2}{R}

Enchantment Creature -- Phoenix

Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.)
Flying, haste
Enchanted creature gets +2/+2 and has flying and haste.
You may cast this card from your graveyard using its bestow ability.

[sideboard]

2/2

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]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drossclaw {1}{B}

Artifact -- Equipment

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +1/+1.
Whenever equipped creature attacks, each opponent loses 1 life.
Equip {2}

[sideboard]

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Eldrazi Repurposer {2}{G}

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

3/1

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]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Reliquary {2}{W}

Artifact

{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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Etched Slith {1}{B}

Artifact Creature -- Phyrexian Slith

Menace
Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. When you do, you may remove a counter from another target permanent or opponent.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expanding Ooze {1}{B}{G}

Creature -- Ooze

{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)
Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fetid Gargantua {4}{B}

Creature -- Horror

{2}{B}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)
Whenever one or more +1/+1 counters are put on this creature, you may draw two cards. If you do, you lose 2 life.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fetid Gargantua {4}{B}

Creature -- Horror

{2}{B}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)
Whenever one or more +1/+1 counters are put on this creature, you may draw two cards. If you do, you lose 2 life.

[sideboard]

4/4

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Fledgling Dragon {2}{R}{R}

Creature -- Dragon

Flying
Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has "{R}: This creature gets +1/+0 until end of turn."

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galvanic Discharge {R}

Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gift of the Viper {G}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glimpse the Impossible {2}{R}

Sorcery

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}."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glyph Elemental {1}{W}

Enchantment Creature -- Elemental

Bestow {1}{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.)
Landfall -- Whenever a land you control enters, put a +1/+1 counter on this permanent.
Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Golden-Tail Trainer {1}{G}{W}

Creature -- Fox Samurai

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.)

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guide of Souls {W}

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter).
Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horrid Shadowspinner {1}{U}{B}

Creature -- Horror

Lifelink
Whenever this creature attacks, you may draw cards equal to its power. If you do, discard that many cards.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Idol of False Gods {2}

Kindred Artifact -- Eldrazi

{1}{C}, {T}: Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."
Whenever another Eldrazi you control dies, put a +1/+1 counter on this artifact.
As long as this artifact has eight or more +1/+1 counters on it, it's a 0/0 creature in addition to its other types and it has annihilator 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspired Inventor {2}{W}

Creature -- Human Artificer

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

It That Heralds the End {1}{C}

Creature -- Eldrazi Drone

Colorless spells you cast with mana value 7 or greater cost {1} less to cast.
Other colorless creatures you control get +1/+1.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jolted Awake {W}

Sorcery

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molten Gatekeeper {2}{R}

Artifact Creature -- Golem

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.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muster the Departed (2)(W)

Enchantment

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nulldrifter (7)

Creature -- Eldrazi Elemental

When you cast this spell, draw two cards.
Flying
Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obstinate Gargoyle (1)(W)(B)

Artifact Creature -- Gargoyle

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.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Petrifying Meddler (4)(U)

Creature -- Eldrazi

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

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Priest of Titania (1)(G)

Creature -- Elf Druid

{T}: Add {G} for each Elf on the battlefield.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primal Prayers (2)(G)(G)

Enchantment

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Pyrosurfer (1)(R)

Creature -- Human Scout

Haste
Landfall -- Whenever a land you control enters, this creature gains battle cry until end of turn. (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn. Each instance of battle cry triggers separately.)

[sideboard]

2/2

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Reckless Pyrosurfer {1}{R}

Creature -- Human Scout

Haste
Landfall -- Whenever a land you control enters, this creature gains battle cry until end of turn. (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn. Each instance of battle cry triggers separately.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Refurbished Familiar {3}{B}

Artifact Creature -- Zombie Rat

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying
When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riddle Gate Gargoyle {W}{U}

Artifact Creature -- Gargoyle

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.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roil Cartographer {1}{U}

Creature -- Merfolk Rogue

Landfall -- Whenever a land you control enters, you get {E} (an energy counter).
{T}, Pay six {E}: Draw three cards.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rosheen, Roaring Prophet {2}{R}{G}

Legendary Creature -- Giant Shaman

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}.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rush of Inspiration {1}{U/R}{U/R}

Instant

Draw two cards. Then discard a card at random unless you pay {E}{E} (two energy counters).

[sideboard]

- - - BACK FACE - - -

Crackling Falls

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sage of the Unknowable {1}{U}

Creature -- Human Wizard

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

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sarpadian Simulacrum {R}

Artifact Creature -- Goblin

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

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Scurrilous Sentry {3}{B}

Creature -- Human Knight Rogue

Menace
Whenever this creature enters or attacks, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Landscape

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Six {2}{G}

Legendary Creature -- Treefolk

Reach
Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.
During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snapping Voidcraw {1}{G}{U}

Creature -- Eldrazi Turtle

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

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snapping Voidcraw {1}{G}{U}

Creature -- Eldrazi Turtle

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

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solstice Zealot {2}{W}

Creature -- Rhino Cleric

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

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Territory Culler {4}{G}

Creature -- Eldrazi

Devoid (This card has no color.)
Reach
Landfall -- Whenever a land you control enters, look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand. If you don't put the card into your hand, you may put it into your graveyard.

[sideboard]

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Charm {1}{W}

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Thraben Charm {1}{W}

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thriving Skyclaw {2}{R}{R}

Creature -- Cat Dragon

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.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Titans' Vanguard {3}{R}{G}

Creature -- Eldrazi

Devoid (This card has no color.)
When you cast this spell and whenever this creature attacks, put a +1/+1 counter on each colorless creature you control.
Trample

[sideboard]

5/5

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Unfathomable Truths {4}{U}

Instant

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}."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstable Amulet {1}{R}

Artifact

When this artifact enters, you get {E}{E} (two energy counters).
Whenever you cast a spell from anywhere other than your hand, this artifact deals 1 damage to each opponent.
{T}, Pay {E}{E}: Exile the top card of your library. You may play it until you exile another card with this artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utter Insignificance {1}{U}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature loses all abilities and has base power and toughness 1/1.
{2}{C}: Exile enchanted creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voltstorm Angel {3}{W}{W}

Creature -- Angel

Flying
When this creature enters, you get {E}{E}{E} (three energy counters).
At the beginning of combat on your turn, you may pay {E}{E}. When you do, choose one --
* This creature gains vigilance and lifelink until end of turn.
* Other creatures you control get +1/+1 until end of turn.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wing It {1}{W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Wooded Foothills

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worn Powerstone {3}

Artifact

This artifact enters tapped.
{T}: Add {C}{C}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Writhing Chrysalis {2}{R}{G}

Creature -- Eldrazi Drone

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

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Writhing Chrysalis {2}{R}{G}

Creature -- Eldrazi Drone

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

[sideboard]

2/3

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