Aerie Auxiliary {3}{W}

Creature -- Bird Soldier

Flying
When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annoyed Altisaur {5}{G}{G}

Creature -- Dinosaur

Reach, trample
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bespoke Battlewagon {3}{U}

Artifact -- Vehicle

{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

[sideboard]

5/6

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

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

Brainsurge {2}{U}

Instant

Draw four cards, then put two cards from your hand on top of your library in any order.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - KillerKlown667 - 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.

Breathe Your Last {1}{B}{B}

Instant

Destroy target creature or planeswalker. You gain 1 life for each of its colors.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bridgeworks Battle {2}{G}

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

[sideboard]

- - - BACK FACE - - -

Tanglespan Bridgeworks

Land

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

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

Crabomination {4}{B}{B}

Creature -- Crab Demon

Emerge from artifact {5}{B}{B} (You may cast this spell by sacrificing an artifact and paying the emerge cost reduced by that artifact's mana value.)
When this creature enters, target opponent exiles the top card of their library, a card at random from their graveyard, and a card at random from their hand. You may cast a spell from among cards exiled this way without paying its mana cost.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deceptive Landscape

Land

{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.
Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deem Inferior {3}{U}

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Freyalise {3}{G}{G}{G}

Creature -- Elf Druid

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.

[sideboard]

3/3

- - - BACK FACE - - -

Garden of Freyalise

Land

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

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

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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

Eviscerator's Insight (1)(B)

Instant

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.)

[sideboard]

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

Faithful Watchdog (G)(W)

Creature -- Dog

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

[sideboard]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fanatic of Rhonas

Token Creature -- Zombie Snake Druid

{T}: Add {G}.
Ferocious -- {T}: Add {G}{G}{G}{G}. Activate only if you control a creature with power 4 or greater.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Duplication (1)(R)(R)

Instant

You may sacrifice a nontoken red creature rather than pay this spell's mana cost.
Copy target instant or sorcery spell. You may choose new targets for the copy.

[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

Glaring Fleshraker (2)(C)

Creature -- Eldrazi Drone

Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."
Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Guardian of the Forgotten {3}{W}

Creature -- Elephant Warrior

Vigilance
Whenever a modified creature you control dies, manifest the top card of your library. (Equipment, Auras you control, and counters are modifications. To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)

[sideboard]

4/4

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

Hexgold Slith {1}{W}

Creature -- Slith

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.

[sideboard]

2/1

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

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]

3/3

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

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

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Jyoti, Moag Ancient {2}{G}{U}

Legendary Creature -- Elemental

When Jyoti enters, create a 1/1 green Forest Dryad land creature token for each time you've cast your commander from the command zone this game. (They're affected by summoning sickness.)
At the beginning of each combat, land creatures you control get +X/+X until end of turn, where X is Jyoti's power.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kami of Jealous Thirst {2}{B}

Creature -- Spirit

Deathtouch
{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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kami of Jealous Thirst {2}{B}

Creature -- Spirit

Deathtouch
{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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lethal Throwdown {B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature or sacrifice a modified creature. (Equipment, Auras you control, and counters are modifications.)
Destroy target creature or planeswalker. If the modified creature was sacrificed, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malevolent Rumble {1}{G}

Sorcery

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}."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malevolent Rumble {1}{G}

Sorcery

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}."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Necrodominance {B}{B}{B}

Legendary Enchantment

Skip your draw step.
At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards.
Your maximum hand size is five.
If a card or token would be put into your graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Null Elemental Blast {C}

Instant

Choose one --
* Counter target multicolored spell.
* Destroy target multicolored permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Null Elemental Blast {C}

Instant

Choose one --
* Counter target multicolored spell.
* Destroy target multicolored permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nyxborn Hydra {X}{G}

Enchantment Creature -- Hydra

Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)
Reach, trample
This permanent enters with X +1/+1 counters on it.
Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.

[sideboard]

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orim's Chant {W}

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perilous Landscape

Land

{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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perilous Landscape

Land

{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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perilous Landscape

Land

{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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phelia, Exuberant Shepherd {1}{W}

Legendary Creature -- Dog

Flash
Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - KillerKlown667 - Limited (Limited Super Qualifier) sheet 6/11 - 8 cards - 2.5 x 3.5 in each

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Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Planar Genesis {G}{U}

Instant

Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

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

Rosecot Knight {4}{W}

Creature -- Human Knight

Vigilance
When this creature enters, look at the top six cards of your library. You may reveal an artifact or enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, put a +1/+1 counter on this creature.

[sideboard]

3/4

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

Satya, Aetherflux Genius {1}{U}{R}{W}

Legendary Creature -- Human Artificer

Menace, haste
Whenever Satya attacks, create a tapped and attacking token that's a copy of up to one other target nontoken creature you control. You get {E}{E} (two energy counters). At the beginning of the next end step, sacrifice that token unless you pay an amount of {E} equal to its mana value.

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Playtest cards - KillerKlown667 - Limited (Limited Super Qualifier) sheet 7/11 - 8 cards - 2.5 x 3.5 in each

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Scurry of Gremlins {2}{R}{W}

Enchantment

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Landscape

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shrieking Drake {U}

Creature -- Drake

Flying
When this creature enters, return a creature you control to its owner's hand.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siege Smash {1}{R}

Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
Choose one --
* Destroy target artifact.
* Target creature gets +3/+2 and gains trample until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Signature Slam {2}{G}

Instant

Put a +1/+1 counter on target creature you control, then each modified creature you control deals damage equal to its power to target creature you don't control. (Equipment, Auras you control, and counters are modifications.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smelted Chargebug {1}{R}

Artifact Creature -- Insect

Menace
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.

[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

Solar Transformer {2}

Artifact

This artifact enters tapped.
When this artifact enters, you get {E}{E}{E} (three energy counters).
{T}: Add {C}.
{T}, Pay {E}: Add one mana of any color.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Solar Transformer {2}

Artifact

This artifact enters tapped.
When this artifact enters, you get {E}{E}{E} (three energy counters).
{T}: Add {C}.
{T}, Pay {E}: Add one mana of any color.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temperamental Oozewagg {3}{G}

Creature -- Ooze Brushwagg

{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)
Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Hunger Tide Rises {2}{G}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III -- Create a 1/1 black and green Insect creature token.
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.

[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

Toxic Deluge {2}{B}

Sorcery

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Landscape

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Trickster's Elk (2)(G)

Enchantment Creature -- Elk

Bestow {1}{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.)
Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3.

[sideboard]

3/3

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]

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[sideboard]

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Urza's Incubator (3)

Artifact

As this artifact enters, choose a creature type.
Creature spells of the chosen type cost {2} less to cast.

[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]

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Utter Insignificance (1)(U)

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature loses all abilities and has base power and toughness 1/1.
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[sideboard]

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

Wirewood Symbiote (G)

Creature -- Insect

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - KillerKlown667 - Limited (Limited Super Qualifier) sheet 10/11 - 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.

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

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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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

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

Playtest cards - KillerKlown667 - Limited (Limited Super Qualifier) sheet 11/11 - 4 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.