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| <div><div><div>Accursed Marauder</div><div>①Ⓑ</div></div><div>Creature -- Zombie Warrior</div><div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div><div>[sideboard]</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div><div>Accursed Marauder</div><div>①Ⓑ</div></div><div>Creature -- Zombie Warrior</div><div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div><div>[sideboard]</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aerie Auxiliary</div><div>③Ⓜ</div></div><div>Creature -- Bird Soldier</div><div>Flying<br/>When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.)</div><div>[sideboard]</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Amped Raptor</div><div>①Ⓡ</div></div><div>Creature -- Dinosaur</div><div>First strike<br/>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.</div><div>[sideboard]</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  |
| <div><div><div>Branching Evolution</div><div>②Ⓔ</div></div><div>Enchantment</div><div>If one or more +1/+1 counters would be put on a creature you control, twice that many +1/+1 counters are put on that creature instead.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Breathe Your Last</div><div>①ⒷⒷ</div></div><div>Instant</div><div>Destroy target creature or planeswalker. You gain 1 life for each of its colors.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                       | <div><div><div>Buried Alive</div><div>②Ⓑ</div></div><div>Sorcery</div><div>Search your library for up to three creature cards, put them into your graveyard, then shuffle.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                       | <div><div><div>Charitable Levy</div><div>①Ⓜ</div></div><div>Enchantment</div><div>Noncreature spells cost {1} more to cast.<br/>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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div>Colossal Dreadmask (4GG)</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 +6/+6 and has trample.</p> <p>Equip {3}{G}{G}</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Colossal Dreadmask (4GG)</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 +6/+6 and has trample.</p> <p>Equip {3}{G}{G}</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                     | <div>Conduit Goblin (RW)</div> <div>Creature -- Goblin Warrior</div> <div> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>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.</p> <p>[sideboard]</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Conduit Goblin (RW)</div> <div>Creature -- Goblin Warrior</div> <div> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>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.</p> <p>[sideboard]</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Consign to Memory (U)</div> <div>Instant</div> <div> <p>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</p> <p>Counter target triggered ability or colorless spell.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                | <div>Copycrook (2UU)</div> <div>Creature -- Shapeshifter Rogue</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Cranial Ram (BR)</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 +X/+1, where X is the number of artifacts you control.</p> <p>Equip {2}</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                           | <div>Decree of Justice (XX2WW)</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.)</p> <p>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                             |

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| <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>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                   | <div><div><div>Dog Umbra</div><div><div>1</div><div>W</div></div></div><div>Enchantment -- Aura</div><div><p>Flash</p><p>Enchant creature</p><p>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.)</p><p>[sideboard]</p></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                           | <div><div><div>Drowner of Truth</div><div><div>5</div><div>6/U</div><div>6/U</div></div></div><div>Creature -- Eldrazi</div><div><p>Devoid (This card has no color.)</p><p>When you cast this spell, if {C} was spent to cast it, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p><p>[sideboard]</p></div><div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Drownyard Lurker</div><div><div>7</div></div></div><div>Creature -- Eldrazi Trilobite</div><div><p>Vigilance</p><p>When you cast or cycle Drownyard Lurker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p><p>Cycling {2}{U} ({2}{U}, Discard this card: Draw a card.)</p><p>[sideboard]</p></div><div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Emperor of Bones</div><div><div>1</div><div>B</div></div></div><div>Creature -- Skeleton Noble</div><div><p>At the beginning of combat on your turn, exile up to one target card from a graveyard.</p><p>{1}{B}: Adapt 2.</p><p>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p><p>[sideboard]</p></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Etched Slith</div><div><div>1</div><div>B</div></div></div><div>Artifact Creature -- Phyrexian Slith</div><div><p>Menace</p><p>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.</p><p>[sideboard]</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>              |

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| <div><div>Expel the Unworthy</div><div><div>1</div><div>W</div></div></div> <div>Sorcery</div> <div>Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)<br/>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.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Faithful Watchdog</div><div><div>G</div><div>W</div></div></div> <div>Creature -- Dog</div> <div>Vigilance<br/>This creature enters with three +1/+1 counters on it.</div> <div>[sideboard]</div> <div><div>0/0</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                              | <div><div>Fetid Gargantua</div><div><div>4</div><div>B</div></div></div> <div>Creature -- Horror</div> <div>{2}{B}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)<br/>Whenever one or more +1/+1 counters are put on this creature, you may draw two cards. If you do, you lose 2 life.</div> <div>[sideboard]</div> <div><div>4/4</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Flare of Cultivation</div><div><div>1</div><div>G</div><div>G</div></div></div> <div>Sorcery</div> <div>You may sacrifice a nontoken green creature rather than pay this spell's mana cost.<br/>Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Flare of Denial</div><div><div>1</div><div>U</div><div>U</div></div></div> <div>Instant</div> <div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                       | <div><div>Flare of Fortitude</div><div><div>2</div><div>W</div><div>W</div></div></div> <div>Instant</div> <div>You may sacrifice a nontoken white creature rather than pay this spell's mana cost.<br/>Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Fledgling Dragon</div><div><div>2</div><div>R</div><div>R</div></div></div> <div>Creature -- Dragon</div> <div>Flying<br/>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."</div> <div>[sideboard]</div> <div><div>2/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                 | <div><div>Foreboding Landscape</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                   |

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| <div> <b>Fowl Strike</b> <span>1</span><span>G</span> </div> <hr/> <div> Instant </div> <hr/> <div> <p>Destroy target creature with flying. Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                       | <div> <b>Glasswing Grace</b> <span>3</span><span>W/B</span><span>W/B</span> </div> <hr/> <div> Enchantment -- Aura </div> <hr/> <div> <p>Enchant creature<br/>Enchanted creature gets +2/+2 and has flying and lifelink.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                    | <div> <b>Glasswing Grace</b> <span>3</span><span>W/B</span><span>W/B</span> </div> <hr/> <div> Enchantment -- Aura </div> <hr/> <div> <p>Enchant creature<br/>Enchanted creature gets +2/+2 and has flying and lifelink.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                     | <div> <b>Grim Servant</b> <span>3</span><span>B</span> </div> <hr/> <div> Creature -- Zombie Warlock </div> <hr/> <div> <p>Menace<br/>When this creature enters, search your library for a card with mana value less than or equal to your devotion to black, reveal it, put it into your hand, then shuffle. You lose 3 life. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Hexgold Slith</b> <span>1</span><span>W</span> </div> <hr/> <div> Creature -- Slith </div> <hr/> <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> <b>Horrific Assault</b> <span>G</span> </div> <hr/> <div> Sorcery </div> <hr/> <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> <b>Imskir Iron-Eater</b> <span>6</span><span>B</span><span>R</span> </div> <hr/> <div> Legendary Creature -- Demon </div> <hr/> <div> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>When Imskir enters, you draw X cards and you lose X life, where X is half the number of artifacts you control, rounded down.<br/>{3}{R}, Sacrifice an artifact: Imskir deals damage equal to the sacrificed artifact's mana value to any target.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Infernal Captor</b> <span>3</span><span>R</span> </div> <hr/> <div> Creature -- Devil Rogue </div> <hr/> <div> <p>Exploit (When this creature enters, you may sacrifice a creature.)<br/>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.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                            |

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| <div><div>Inventor's Axe</div><div>Artifact -- Equipment</div><div>Flash<br/>When this Equipment enters, you get {E}{E} (two energy counters).<br/>When this Equipment enters, attach it to target creature you control.<br/>Equipped creature gets +2/+0.<br/>Equip--Pay {E}{E}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div>Jet Medallion</div><div>Artifact</div><div>Black spells you cast cost {1} less to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           | <div><div>Jolted Awake</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.<br/>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>Lethal Throwdown</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature or sacrifice a modified creature. (Equipment, Auras you control, and counters are modifications.)<br/>Destroy target creature or planeswalker. If the modified creature was sacrificed, draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Malevolent Rumble</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.<br/>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>Mandibular Kite</div><div>Artifact -- Equipment</div><div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)<br/>Equipped creature gets +1/+1 and has flying.<br/>Equip {3}{W}</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Molten Gatekeeper</div><div>Artifact Creature -- Golem</div><div>Whenever another creature you control enters, this creature deals 1 damage to each opponent.<br/>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><div>[sideboard]</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                               |

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| <div> <div>Nadu, Winged Wisdom</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div> <div>Legendary Creature -- Bird Wizard</div> <div> <div>Flying</div> <div> Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn." </div> </div> <div>[sideboard]</div> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Null Elemental Blast</div> <div>C</div> </div> <div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div>* Counter target multicolored spell.</div> <div>* Destroy target multicolored permanent.</div> </div> <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> <div>Enchantment Creature -- Hydra</div> <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.)</div> <div>Reach, trample</div> <div>This permanent enters with X +1/+1 counters on it.</div> <div>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</div> </div> <div>[sideboard]</div> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Nyxborn Unicorn</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Enchantment Creature -- Unicorn</div> <div> <div>Bestow {3}{W} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)</div> <div>Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)</div> <div>Enchanted creature gets +2/+2 and has mentor.</div> </div> <div>[sideboard]</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Perilous Landscape</div> </div> <div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.</div> <div>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                        | <div> <div>Perilous Landscape</div> </div> <div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.</div> <div>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Priest of Titania</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G} for each Elf on the battlefield.</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div></div>                                                                                                                                                                                                                                                                                                                  | <div> <div>Rosecot Knight</div> <div> <div>4</div> <div>W</div> </div> </div> <div> <div> <div>Creature -- Human Knight</div> <div> <div>Vigilance</div> <div>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.</div> </div> <div>[sideboard]</div> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>      |

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| <div><div>Sarpadian Simulacrum</div><div><div>R</div></div></div> <div>Artifact Creature -- Goblin</div> <div>Haste<br/>{3}{R}, Sacrifice this creature: It deals 4 damage to target creature.</div> <div>[sideboard]</div> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div><div>Seething Landscape</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  | <div><div>Serum Visionary</div><div><div>2</div><div>U</div></div></div> <div>Creature -- Vedalken Wizard</div> <div>When this creature enters, draw a card, then scry 2.</div> <div>[sideboard]</div> <div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                   | <div><div>Serum Visionary</div><div><div>2</div><div>U</div></div></div> <div>Creature -- Vedalken Wizard</div> <div>When this creature enters, draw a card, then scry 2.</div> <div>[sideboard]</div> <div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                             |
| <div><div>Shattered Landscape</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Shattered Landscape</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Siege Smash</div><div><div>1</div><div>R</div></div></div> <div>Instant</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.)<br/>Choose one --<br/>* Destroy target artifact.<br/>* Target creature gets +3/+2 and gains trample until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sink into Stupor</div><div><div>1</div><div>U</div><div>U</div></div></div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>[sideboard]</div> <div>----- BACK FACE -----</div> <div><div>Soporific Springs</div></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Snow-Covered Wastes</div> <div>Basic Snow Land</div> <div>{T}: Add {C}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                    | <div>Solstice Zealot</div> <div>Creature -- Rhino Cleric</div> <div>When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Tap target creature.</div> <div>[sideboard]</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                          | <div>Sorin of House Markov</div> <div>Card</div> <div>[sideboard]</div> <div>OTHER FACE</div> <div>Sorin of House Markov</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  | <div>Spawn-Gang Commander</div> <div>Creature -- Eldrazi Goblin</div> <div>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}." {1}{C}, Sacrifice an Eldrazi: This creature deals 2 damage to any target.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Territory Culler</div> <div>Creature -- Eldrazi</div> <div>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.</div> <div>[sideboard]</div> <div>7/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Territory Culler</div> <div>Creature -- Eldrazi</div> <div>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.</div> <div>[sideboard]</div> <div>7/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thraben Charm</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>Thraben Charm</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>                                                                            |

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Tune the Narrative</div><div>U</div></div><div><div>Instant</div><div>Draw a card. You get {E}{E} (two energy counters).</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                    | <div><div><div>Twisted Landscape</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Twisted Landscape</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Unfathomable Truths</div><div>4U</div></div><div><div>Instant</div><div>Devoid (This card has no color.)<br/>Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                             |
| <div><div><div>Unfathomable Truths</div><div>4U</div></div><div><div>Instant</div><div>Devoid (This card has no color.)<br/>Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Urza's Cave</div></div><div><div>Land -- Urza's Cave</div><div>{T}: Add {C}.<br/>{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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                  | <div><div><div>Vexing Bauble</div><div>1</div></div><div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                             | <div><div><div>Voltstorm Angel</div><div>3WW</div></div><div><div>Creature -- Angel</div><div>Flying<br/>When this creature enters, you get {E}{E}{E} (three energy counters).<br/>At the beginning of combat on your turn, you may pay {E}{E}. When you do, choose one --<br/>* This creature gains vigilance and lifelink until end of turn.<br/>* Other creatures you control get +1/+1 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>4/4</div></div></div> |

Wing It

1W

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Witch Enchanter

3W

Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

[sideboard]

2/2

----- BACK FACE -----

Witch-Blessed Meadow

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wither and Bloom

1B

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 PLAYbotbox.dev

Writhing Chrysalis

2RG

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 PLAYbotbox.dev

Playtest cards - im2g00t4ubarn - Unknown format (MOCS Showcase Open)

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.