

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	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	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	Arna Kennerüd, Skycaptain 2 W U B Legendary Creature -- Human Knight Flying, lifelink Ward--Discard a card. Whenever a modified creature you control attacks, double the number of each kind of counter on it. Then for each nontoken permanent attached to it, create a token that's a copy of that permanent attached to that creature. [sideboard] 4/4 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] 0/0 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] 0/0 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] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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

Corrupted Shapeshifter (3)(U) Creature -- Eldrazi Shapeshifter Devoid (This card has no color.) As this creature enters, it becomes your choice of a 3/3 creature with flying, a 2/5 creature with vigilance, or a 0/12 creature with defender. [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cursed Wombat (B)(G) Creature -- Nightmare Wombat {2}{B}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Permanents you control have "Whenever one or more +1/+1 counters are put on this permanent, put an additional +1/+1 counter on it. This ability triggers only once each turn." [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cursed Wombat (B)(G) Creature -- Nightmare Wombat {2}{B}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Permanents you control have "Whenever one or more +1/+1 counters are put on this permanent, put an additional +1/+1 counter on it. This ability triggers only once each turn." [sideboard] 2/3 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
Dismember (1)(BP)(BP) Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreadmobile (2)(B) Artifact -- Vehicle Menace {1}, Sacrifice another artifact or creature: Put a +1/+1 counter on this Vehicle. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drownyard Lurker (7) Creature -- Eldrazi Trilobite Vigilance When you cast or cycle Drownyard Lurker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Cycling {2}{U} ({2}{U}), Discard this card: Draw a card.) [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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

Etherium Pteramander (B) Artifact Creature -- Salamander Drake Flying This creature can block only creatures with flying. {6}{B}: Adapt 4. This ability costs {1} less to activate for each other artifact you control. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Fell the Profane (2)(B)(B) Instant Destroy target creature or planeswalker. [sideboard] ----- BACK FACE Fell Mire Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	Foreboding Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle. Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Furnace Hellkite (5)(R)(R) Artifact Creature -- Dragon Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying {R}: This creature gets +1/+0 until end of turn. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 3/11 - 8 cards - 2.5 x 3.5 in each

G

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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}."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Menace
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.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

③ ④

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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kozilek's Unsealing 2 U Enchantment Devoid (This card has no color.) Whenever you cast a creature spell with mana value 4, 5, or 6, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Whenever you cast a creature spell with mana value 7 or greater, draw three cards. [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	Mandibular Kite W Artifact -- Equipment Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +1/+1 and has flying. Equip {3}{W} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marionette Apprentice 1 B Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Metastatic Evangel 1 W Creature -- Phyrexian Human Cleric Whenever another nontoken creature you control enters, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meteoric Mace 4 R R Artifact -- Equipment Equipped creature gets +4/+0 and has trample. Equip {4} 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] 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	Monstrous Vortex 3 G Enchantment Whenever you cast a creature spell with power 5 or greater, discover X, where X is that spell's mana value. (Exile cards from the top of your library until you exile a nonland card with that mana value or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) [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 PLAYbotbox.dev	Nadier's Nightblade (2)(B) Creature -- Elf Warrior Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nethergoyf (B) Creature -- Lhurgoyf Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.) [sideboard] */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nightshade Dryad (1)(G) Creature -- Dryad Deathtouch {T}: Add {C}. {T}: Add one mana of any color. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Priest of Titania 16 Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quest for the Necropolis B Enchantment Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. {5}{B}, Sacrifice this enchantment: Put target creature card from a graveyard onto the battlefield under your control. This ability costs {1} less to activate for each quest counter on this enchantment. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorgrass Ambush 1W Instant Razorgrass Ambush deals 3 damage to target attacking or blocking creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Recruiter of the Guard 2W Creature -- Human Soldier When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Recruiter of the Guard 2W Creature -- Human Soldier When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Refurbished Familiar 3B 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 PLAYbotbox.dev	Refurbished Familiar 3B 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 PLAYbotbox.dev	Retrofitted Transmogrant B Artifact Creature -- Zombie {3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ripples of Undeath 1B Enchantment At the beginning of your first main phase, mill three cards. Then you may pay {1} and 3 life. If you do, put a card from among those cards into your hand. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roil Cartographer 1U 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 PLAYbotbox.dev	Rosecot Knight 4W 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Scurry of Gremlins 2RW 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serum Visionary 2U Creature -- Vedalken Wizard When this creature enters, draw a card, then scry 2. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Sheltering Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siege Smash 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 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
Six 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	Skoa, Embermage Legendary Creature -- Goblin Wizard When Skoa enters, it deals 4 damage to any target. Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sowing Mycospawn Creature -- Eldrazi Fungus Devoid (This card has no color.) Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.) When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Suppression Ray Sorcery Tap all creatures target player controls. You may pay any amount of {E}. If you do, choose up to that many creatures tapped this way. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] ----- BACK FACE ----- Orderly Plaza Land This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tamiyo Meets the Story Circle 1 U Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -2/-0 until end of turn. II -- Discard any number of cards, then investigate twice for each card discarded this way. III -- Shuffle up to three target cards from your graveyard into your library. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Tempest Harvester 1 U Creature -- Merfolk Wizard When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Draw a card, then discard a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
Ulakek, Fused Atrocity C/W C/U C/B C/R C/G Legendary Creature -- Eldrazi Devoid (This card has no color.) Whenever you cast an Eldrazi spell, you may pay {C}{C}. If you do, copy all spells you control, then copy all other activated and triggered abilities you control. You may choose new targets for the copies. (Mana abilities can't be copied.) [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog, the Defiler 18 Legendary Creature -- Eldrazi When you cast this spell, target opponent exiles the top half of their library, rounded up. Ward--Sacrifice two permanents. Ulamog enters with a number of +1/+1 counters on it equal to the greatest mana value among cards in exile. Ulamog has annihilator X, where X is the number of +1/+1 counters on it. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.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 PLAYbotbox.dev

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sheet 10/11 - 8 cards - 2.5 x 3.5 in each

Urza's Cave Land -- Urza's Cave {T}: Add {C}. {3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle. [sideboard]	Warped Tusker 7 Creature -- Eldrazi Boar Beast Reach When you cast or cycle Warped Tusker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Cycling {2}{6} ({2}{6}, Discard this card: Draw a card.) [sideboard] 6/8	Worn Powerstone 3 Artifact This artifact enters tapped. {T}: Add {C}{C}. [sideboard]	Wrath of the Skies X W W Sorcery You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way. [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev