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| <div> <b>Aerie Auxiliary</b> <div> <div>3</div> <div>W</div> </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 PLAY           botbox.dev         </div>                                        | <div> <b>Aether Revolt</b> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div>           Enchantment         </div> <div>           Revolt -- As long as a permanent left the battlefield under your control this turn, if a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. Whenever you get one or more {E}, this enchantment deals that much damage to any target.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Aether Spike</b> <div> <div>1</div> <div>U</div> </div> </div> <div>           Instant         </div> <div>           Choose target spell. You get {E}{E} (two energy counters), then you may pay any amount of {E}. Counter that spell unless its controller pays {1} for each {E} paid this way.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                          | <div> <b>Bloodsoaked Insight</b> <div> <div>5</div> <div>R/R</div> <div>R/R</div> </div> </div> <div>           Sorcery         </div> <div>           This spell costs {1} less to cast for each 1 life your opponents have lost this turn.<br/>           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.         </div> <div>           [sideboard]         </div> <div>           ----- BACK FACE -----         </div> <div> <b>Sanguine Morass</b> </div> <div>           Land         </div> <div>           This land enters tapped.<br/>           {T}: Add {B} or {R}.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Bountiful Landscape</b> </div> <div>           Land         </div> <div>           {T}: Add {C}.<br/>           {T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle.<br/>           Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.)         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Bountiful Landscape</b> </div> <div>           Land         </div> <div>           {T}: Add {C}.<br/>           {T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle.<br/>           Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.)         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                            | <div> <b>Bountiful Landscape</b> </div> <div>           Land         </div> <div>           {T}: Add {C}.<br/>           {T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle.<br/>           Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.)         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Conduit Goblin</b> <div> <div>R</div> <div>W</div> </div> </div> <div>           Creature -- Goblin Warrior         </div> <div>           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.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                              |

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| <div> <b>Cranial Ram</b> <span>(B)(R)</span> </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> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Cursed Wombat</b> <span>(B)(G)</span> </div> <div> Creature -- Nightmare Wombat </div> <div> <p>{2}{B}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>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."</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Deceptive Landscape</b> </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                  | <div> <b>Deem Inferior</b> <span>(3)(U)</span> </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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                 |
| <div> <b>Distinguished Conjurer</b> <span>(1)(W)</span> </div> <div> Creature -- Human Wizard </div> <div> <p>Whenever another creature you control enters, you gain 1 life.</p> <p>{4}{W}, {T}: Exile another target creature you control, then return it to the battlefield under its owner's control.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                    | <div> <b>Distinguished Conjurer</b> <span>(1)(W)</span> </div> <div> Creature -- Human Wizard </div> <div> <p>Whenever another creature you control enters, you gain 1 life.</p> <p>{4}{W}, {T}: Exile another target creature you control, then return it to the battlefield under its owner's control.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                         | <div> <b>Drowner of Truth</b> <span>(5)(6/U)(6/U)</span> </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> <b>Drowned Jungle</b> </div> <div> Land </div> <div> <p>This land enters tapped.</p> <p>{T}: Add {G} or {U}.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <b>Drowner of Truth</b> <span>(5)(6/U)(6/U)</span> </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> <b>Drowned Jungle</b> </div> <div> Land </div> <div> <p>This land enters tapped.</p> <p>{T}: Add {G} or {U}.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |

Playtest cards - Lolana - 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 2/11 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Drownyard Lurker</b> <span>7</span> </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> <b>Echoes of Eternity</b> <span>3CCC</span> </div> <div>           Kindred Enchantment -- Eldrazi         </div> <div> <p>If a triggered ability of a colorless spell you control or another colorless permanent you control triggers, that ability triggers an additional time.</p> <p>Whenever you cast a colorless spell, copy it. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Electrozoa</b> <span>2U</span> </div> <div>           Creature -- Jellyfish         </div> <div> <p>Flash</p> <p>Flying</p> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>At the beginning of your first main phase, tap this creature unless you pay {E}.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                       | <div> <b>Eviscerator's Insight</b> <span>1B</span> </div> <div>           Instant         </div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>Draw two cards.</p> <p>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Evolution Witness</b> <span>2G</span> </div> <div>           Creature -- Elf Shaman Mutant         </div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Faithful Watchdog</b> <span>GW</span> </div> <div>           Creature -- Dog         </div> <div> <p>Vigilance</p> <p>This creature enters with three +1/+1 counters on it.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                             | <div> <b>Fetid Gargantua</b> <span>4B</span> </div> <div>           Creature -- Horror         </div> <div> <p>{2}{B}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, you may draw two cards. If you do, you lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Flare of Fortitude</b> <span>2WW</span> </div> <div>           Instant         </div> <div> <p>You may sacrifice a nontoken white creature rather than pay this spell's mana cost.</p> <p>Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                   |

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| <div><div>Foreboding Landscape</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div><p>({T}: Add {G}.)</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                 | <div><div>Forest</div><div>Basic Land -- Forest</div><div><p>({T}: Add {G}.)</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                      | <div><div>Fowl Strike</div><div>Instant</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                |
| <div><div>Fowl Strike</div><div>Instant</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div>Frogmyr Enforcer</div><div>Artifact Creature -- Frog Myr</div><div><p>Prototype {3}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)</p><p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</p><p>[sideboard]</p></div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ghostfire Slice</div><div>Instant</div><div><p>Devoid (This card has no color.) This spell costs {2} less to cast if an opponent controls a multicolored permanent.</p><p>Ghostfire Slice deals 4 damage to any target.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glimpse the Impossible</div><div>Sorcery</div><div><p>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}."</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Gravedig</b> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <p>* Target player creates a 2/2 black Zombie creature token.</p> <p>* Return target creature card from your graveyard to your hand.</p> <p>Entwine {2} (Choose both if you pay the entwine cost.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Grim Servant</b> <div> <div>3</div> <div>B</div> </div> </div> <div>Creature -- Zombie Warlock</div> <div> <p>Menace</p> <p>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> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Slith</div> <div> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>Whenever this creature attacks, you may pay {E}{E}. If you do, it gains first strike until end of turn.</p> <p>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>Inventor's Axe</b> <div>R</div> </div> <div>Artifact -- Equipment</div> <div> <p>Flash</p> <p>When this Equipment enters, you get {E}{E} (two energy counters).</p> <p>When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0.</p> <p>Equip--Pay {E}{E}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                      |
| <div> <b>Island</b> </div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                    | <div> <b>Junk Diver</b> <div> <div>3</div> </div> </div> <div>Artifact Creature -- Bird</div> <div> <p>Flying</p> <p>When this creature dies, return another target artifact card from your graveyard to your hand.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                        | <div> <b>Kami of Jealous Thirst</b> <div> <div>2</div> <div>B</div> </div> </div> <div>Creature -- Spirit</div> <div> <p>Deathtouch</p> <p>{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.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                               | <div> <b>K'rrik, Son of Yawgmoth</b> <div> <div>4</div> <div>BP</div> <div>BP</div> <div>BP</div> </div> </div> <div>Legendary Creature -- Phyrexian Horror Minion</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Lifelink</p> <p>For each {B} in a cost, you may pay 2 life rather than pay that mana.</p> <p>Whenever you cast a black spell, put a +1/+1 counter on K'rrik.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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

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sheet 5/11 - 8 cards - 2.5 x 3.5 in each

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| <p><b>Laelia, the Blade Reforged</b> (2)(R)</p> <p>Legendary Creature -- Spirit Warrior</p> <p>Haste<br/>Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.<br/>Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Malevolent Rumble</b> (1)(G)</p> <p>Sorcery</p> <p>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}."</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                 | <p><b>Mandibular Kite</b> (W)</p> <p>Artifact -- Equipment</p> <p>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}</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                        | <p><b>Mandibular Kite</b> (W)</p> <p>Artifact -- Equipment</p> <p>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}</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Mindless Conscription</b> (2)(B)</p> <p>Enchantment</p> <p>When this enchantment enters and whenever you draw your third card each turn, amass Zombies 3. (Put three +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                    | <p><b>Monstrous Vortex</b> (3)(G)</p> <p>Enchantment</p> <p>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.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nadu, Winged Wisdom</b> (1)(G)(U)</p> <p>Legendary Creature -- Bird Wizard</p> <p>Flying<br/>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."</p> <p>[sideboard]</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nesting Grounds</b></p> <p>Land</p> <p>{T}: Add {C}.<br/>{1}, {T}: Move a counter from target permanent you control onto a second target permanent. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                     |

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

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sheet 6/11 - 8 cards - 2.5 x 3.5 in each

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Nightshade Dryad</b> <span>1G</span> </div> <div>           Creature -- Dryad         </div> <div> <p>Deathtouch<br/>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div> <b>Nyxborn Hydra</b> <span>XG</span> </div> <div>           Enchantment Creature -- Hydra         </div> <div> <p>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.)</p> <p>Reach, trample</p> <p>This permanent enters with X +1/+1 counters on it.</p> <p>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</p> <p>[sideboard]</p> </div> <div> <div>0/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Obstinate Gargoyle</b> <span>1WB</span> </div> <div>           Artifact Creature -- Gargoyle         </div> <div> <p>This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.)</p> <p>Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                | <div> <b>Party Thrasher</b> <span>1R</span> </div> <div>           Creature -- Lizard Wizard         </div> <div> <p>Noncreature spells you cast from exile have convoke. (Each creature you tap while casting a noncreature spell from exile pays for {1} or one mana of that creature's color.)</p> <p>At the beginning of your first main phase, you may discard a card. If you do, exile the top two cards of your library, then choose one of them. You may play that card this turn.</p> <p>[sideboard]</p> </div> <div> <div>1/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Pinnacle Monk</b> <span>3RR</span> </div> <div>           Creature -- Djinn Monk         </div> <div> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> <div> <div>           -----           BACK FACE -----         </div> <div> <b>Mystic Peak</b> </div> <div>           Land         </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {R}.</p> </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <b>Primal Prayers</b> <span>2GG</span> </div> <div>           Enchantment         </div> <div> <p>When this enchantment enters, you get {E}{E} (two energy counters). You may cast creature spells with mana value 3 or less by paying {E} rather than paying their mana costs. If you cast a spell this way, you may cast it as though it had flash.</p> <p>[sideboard]</p> </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                          | <div> <b>Proud Pack-Rhino</b> <span>2W</span> </div> <div>           Creature -- Rhino         </div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Put a shield counter on target permanent. (If it would be dealt damage or destroyed, remove a shield counter from it instead.)</li> <li>* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</li> </ul> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Quest for the Necropolis</b> <span>B</span> </div> <div>           Enchantment         </div> <div> <p>Landfall -- Whenever a land you control enters, put a quest counter on this enchantment.</p> <p>{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.</p> <p>[sideboard]</p> </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                    |

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

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sheet 7/11 - 8 cards - 2.5 x 3.5 in each

① R

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

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

**{3}{B}**: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

When this creature enters, draw a card, then scry 2.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R R

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



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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Triton Wavebreaker</b> <span>U</span> </div> <div>           Enchantment Creature -- Merfolk Wizard         </div> <div> <p>Bestow {1}{U} (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.)</p> <p>As long as this permanent is a creature, it has prowess. (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>Enchanted creature gets +1/+1 and has prowess.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Tune the Narrative</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>Draw a card. You get {E}{E} (two energy counters).</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                        | <div> <b>Twisted Landscape</b> </div> <div>           Land         </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Twisted Riddlekeeper</b> <span>8</span> </div> <div>           Creature -- Eldrazi Sphinx         </div> <div> <p>Emerge {5}{C}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.)</p> <p>When you cast this spell, tap up to two target permanents. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> <p>Flying</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Unfathomable Truths</b> <span>4U</span> </div> <div>           Instant         </div> <div> <p>Devoid (This card has no color.)</p> <p>Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                            | <div> <b>Utter Insignificance</b> <span>1U</span> </div> <div>           Enchantment -- Aura         </div> <div> <p>Flash</p> <p>Enchant creature</p> <p>Enchanted creature loses all abilities and has base power and toughness 1/1.</p> <p>{2}{C}: Exile enchanted creature.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Victimize</b> <span>2B</span> </div> <div>           Sorcery         </div> <div> <p>Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                      | <div> <b>Wastescape Battlemage</b> <span>1C</span> </div> <div>           Creature -- Eldrazi Wizard         </div> <div> <p>Kicker {G} and/or {1}{U}</p> <p>When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.</p> <p>When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                            |

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

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| <div> <div> Witch Enchanter <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Warlock</div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. <div> <div>[sideboard]</div> <div>2/2</div> </div> </div> <div> <div>----- BACK FACE -----</div> <div> Witch-Blessed Meadow <div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div></div> | <div> <div> Wither and Bloom <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> 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. <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Writhing Chrysalis <div> <div>2</div> <div>R</div> <div>G</div> </div> </div> <div> <div>Creature -- Eldrazi Drone</div> <div> 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. <div> <div>[sideboard]</div> </div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Wurmcoil Larva <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> 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. <div> <div>[sideboard]</div> </div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
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