

<div> Aether Spike <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Amphibian Downpour <div> <div>2</div> <div>U</div> </div> </div> <div>Enchantment -- Aura</div> <div> <p>Flash</p> <p>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies. Copies become tokens.)</p> <p>Enchant creature</p> <p>Enchanted creature loses all abilities and is a blue Frog creature with base power and toughness 1/1.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Annoyed Altisaur <div> <div>5</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Dinosaur</div> <div> <p>Reach, trample</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Arcbound Condor <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Artifact Creature -- Bird</div> <div> <p>Flying</p> <p>Modular 3 (This creature enters with three +1/+1 counters on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> <p>Whenever another artifact you control enters, target creature an opponent controls gets -1/-1 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Barbarian Ring </div> <div>Land</div> <div> <p>{T}: Add {R}. This land deals 1 damage to you.</p> <p>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Basking Broodscale <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Lizard</div> <div> <p>Devoid (This card has no color.)</p> <p>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Bountiful Landscape </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Corrupted Shapeshifter <div> <div>3</div> <div>U</div> </div> </div> <div>Creature -- Eldrazi Shapeshifter</div> <div> <p>Devoid (This card has no color.)</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div>Decree of Justice (X)(X)(2)(W)(W)</div> <div>Sorcery</div> <div>Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Drownyard Lurker (7)</div> <div>Creature -- Eldrazi Trilobite</div> <div>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.)</div> <div>[sideboard]</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Evolution Witness (2)(G)</div> <div>Creature -- Elf Shaman Mutant</div> <div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Evolution Witness (2)(G)</div> <div>Creature -- Elf Shaman Mutant</div> <div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Flare of Duplication (1)(R)(R)</div> <div>Instant</div> <div>You may sacrifice a nontoken red creature rather than pay this spell's mana cost. Copy target instant or sorcery spell. You may choose new targets for the copy.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Fowl Strike (1)(G)</div> <div>Instant</div> <div>Destroy target creature with flying. Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Glimpse the Impossible (2)(R)</div> <div>Sorcery</div> <div>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}."</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Glimpse the Impossible ②①R Sorcery <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Horrific Assault ①G Sorcery <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Kozilek's Command ①X①C①C Kindred Instant -- Eldrazi <p>Choose two --</p> <ul style="list-style-type: none"> * Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." * Target player scries X, then draws a card. * Exile target creature with mana value X or less. * Exile up to X target cards from graveyards. <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Kozilek's Unsealing ②①U Enchantment <p>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}."</p> <p>Whenever you cast a creature spell with mana value 7 or greater, draw three cards.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Lion Umbra ①G①G Enchantment -- Aura <p>Enchant modified creature (Equipment, Auras its controller controls, and counters are modifications.)</p> <p>Enchanted creature gets +3/+3 and has reach and vigilance.</p> <p>Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Malevolent Rumble ①①G Sorcery <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>	Malevolent Rumble ①①G Sorcery <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>	Mogg Mob ①R①R①R Creature -- Goblin <p>Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets.</p> <p>[sideboard]</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> <div>Mogg Mob</div> <div> <div>R</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Goblin</div> <div> Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets. </div> <div> <div>[sideboard]</div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Mountain</div> </div> <div> <div>Basic Land -- Mountain</div> <div> ({T}: Add {R}.) </div> <div> <div>[sideboard]</div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Nightshade Dryad</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Dryad</div> <div> Deathtouch {T}: Add {C}. {T}: Add one mana of any color. </div> <div> <div>[sideboard]</div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Null Elemental Blast</div> <div> <div>C</div> </div> </div> <div> <div>Instant</div> <div> Choose one -- * Counter target multicolored spell. * Destroy target multicolored permanent. </div> <div> <div>[sideboard]</div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Ondu Knotmaster</div> <div> <div>2</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Creature -- Kor Rogue</div> <div> Lifelink Whenever another modified creature you control dies, put two +1/+1 counters on this creature. </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <div>Throw a Line</div> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> Distribute two +1/+1 counters among one or two target creatures. (Then exile this card. You may cast the creature later from exile.) </div> <div> <div></div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div>	<div> <div>Petrifying Meddler</div> <div> <div>4</div> <div>U</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div> 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 </div> <div> <div>[sideboard]</div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Pinnacle Monk</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Djinn Monk</div> <div> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, return target instant or sorcery card from your graveyard to your hand. </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> <div>----- BACK FACE -----</div> <div> <div>Mystic Peak</div> </div> <div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. </div> <div> <div></div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div>	<div> <div>Serum Visionary</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Vedalken Wizard</div> <div> When this creature enters, draw a card, then scry 2. </div> <div> <div>[sideboard]</div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - Veveil - 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 4/6 - 8 cards - 2.5 x 3.5 in each

<div> Snapping Voidcraw <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Eldrazi Turtle</div> <div> <div>Devoid (This card has no color.)</div> <div>{T}: Add {C}{C}.</div> <div>{3}{C}, {T}: Draw a card.</div> <div>[sideboard]</div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Snapping Voidcraw <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Eldrazi Turtle</div> <div> <div>Devoid (This card has no color.)</div> <div>{T}: Add {C}{C}.</div> <div>{3}{C}, {T}: Draw a card.</div> <div>[sideboard]</div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Snow-Covered Wastes </div> <div> <div>Basic Snow Land</div> <div> <div>{T}: Add {C}.</div> <div>[sideboard]</div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Strength of the Harvest <div> <div>2</div> <div>6</div> <div>U</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each creature and/or enchantment you control.</div> <div>[sideboard]</div> <div>BACK FACE</div> <div> Haven of the Harvest </div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {G} or {W}.</div> </div> <div>6/8</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
<div> Suppression Ray <div> <div>3</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> <div>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.)</div> <div>[sideboard]</div> <div>BACK FACE</div> <div> Orderly Plaza </div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {W} or {U}.</div> </div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> Twisted Landscape </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.</div> <div>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Voltstorm Angel <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div> <div>Flying</div> <div>When this creature enters, you get {E}{E}{E} (three energy counters). At the beginning of combat on your turn, you may pay {E}{E}. When you do, choose one --</div> <div>* This creature gains vigilance and lifelink until end of turn.</div> <div>* Other creatures you control get +1/+1 until end of turn.</div> <div>[sideboard]</div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Warped Tusker <div> <div>7</div> </div> </div> <div> <div>Creature -- Eldrazi Boar Beast</div> <div> <div>Reach</div> <div>When you cast or cycle Warped Tusker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> <div>6/8</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

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Waterlogged Teachings

③ ④ U/B

Instant

Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.

[sideboard]

- - - BACK FACE - - -

Inundated Archive

Land

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

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Writhing Chrysalis 2R(G)

2 R G

Creature -- Eldrazi Drone

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

[sidebar]

2/3

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