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| <div>Breathe Your Last (1)(B)(B)</div> <div>Instant</div> <div>Destroy target creature or planeswalker. You gain 1 life for each of its colors.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                   | <div>Breya, Etherium Shaper (W)(U)(B)(R)</div> <div>Legendary Artifact Creature -- Human</div> <div>When Breya enters, create two 1/1 blue Thopter artifact creature tokens with flying.</div> <div>{2}, Sacrifice two artifacts: Choose one --</div> <div>* Breya deals 3 damage to target player or planeswalker.</div> <div>* Target creature gets -4/-4 until end of turn.</div> <div>* You gain 5 life.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Chthonian Nightmare (1)(B)</div> <div>Enchantment</div> <div>When this enchantment enters, you get {E}{E}{E} (three energy counters).</div> <div>Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.</div> <div>Activate only as a sorcery.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Cyclops Superconductor (1)(U)(R)</div> <div>Creature -- Cyclops Wizard</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>When this creature enters, you get {E}{E}{E} (three energy counters).</div> <div>When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Deem Inferior (3)(U)</div> <div>Sorcery</div> <div>This spell costs {1} less to cast for each card you've drawn this turn.</div> <div>The owner of target nonland permanent puts it into their library second from the top or on the bottom.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Dreamdrinker Vampire (1)(B)</div> <div>Creature -- Vampire</div> <div>Lifelink</div> <div>{1}{B}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, it gains menace until end of turn.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                       | <div>Dreamdrinker Vampire (1)(B)</div> <div>Creature -- Vampire</div> <div>Lifelink</div> <div>{1}{B}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, it gains menace until end of turn.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <div>Drossclaw (1)(B)</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.)</div> <div>Equipped creature gets +1/+1.</div> <div>Whenever equipped creature attacks, each opponent loses 1 life.</div> <div>Equip {2}</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                         |

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| <div>Echoes of Eternity ③③③③</div> <div>Kindred Enchantment -- Eldrazi</div> <div>If a triggered ability of a colorless spell you control or another colorless permanent you control triggers, that ability triggers an additional time. 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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emperor of Bones ①B</div> <div>Creature -- Skeleton Noble</div> <div>At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. 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.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Eviscerator's Insight ①B</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Fell the Profane ②BB</div> <div>Instant</div> <div>Destroy target creature or planeswalker.</div> <div>[sideboard]</div> <div>----- BACK FACE -----</div> <div>Fell Mire</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Foreboding Landscape</div> <div>Land</div> <div>{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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                   | <div>Foreboding Landscape</div> <div>Land</div> <div>{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.)</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>Gravedig ①B</div> <div>Sorcery</div> <div>Choose one -- * Target player creates a 2/2 black Zombie creature token. * Return target creature card from your graveyard to your hand. Entwine {2} (Choose both if you pay the entwine cost.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                           |

1 B

Choose one --

Choose one --

- \* Target player creates a 2/2 black Zombie creature token.
- \* Return target creature card from your graveyard to your hand.

Entwine {2} (Choose both if you pay the entwine cost.)

[sidebar]

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1 B

Choose one --

Choose one --

- \* Target player creates a 2/2 black Zombie creature token.
- \* Return target creature card from your graveyard to your hand.

Entwine {2} (Choose both if you pay the entwine cost.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

## Deathtouch

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.

[sidebar]

1/3

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① ②

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

1 B

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

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**(X) (R)**

Destroy each artifact with mana value  $X$  or less.

[sidebar]

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2 B

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.)

[sidebar]

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3 G

Devoid (This card has no color.)  
When this enchantment enters, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."  
Eldrazi you control have "{T}: Add one mana of any color."  
Whenever you cast a creature spell with mana value 7 or greater, you gain 4 life.

[sideboard]

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| <p><b>Phlage, Titan of Fire's Fury</b> (1)(R)(W)</p> <p>Legendary Creature -- Elder Giant</p> <p>When Phlage enters, sacrifice it unless it escaped.<br/>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.<br/>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> <p>[sideboard]</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Refurbished Familiar</b> (3)(B)</p> <p>Artifact Creature -- Zombie Rat</p> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>Flying<br/>When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Retrofitted Transmogrant</b> (B)</p> <p>Artifact Creature -- Zombie</p> <p>{3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sage of the Unknowable</b> (1)(U)</p> <p>Creature -- Human Wizard</p> <p>{T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability.</p> <p>[sideboard]</p> <p>0/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                           |
| <p><b>Serum Visionary</b> (2)(U)</p> <p>Creature -- Vedalken Wizard</p> <p>When this creature enters, draw a card, then scry 2.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                          | <p><b>Serum Visionary</b> (2)(U)</p> <p>Creature -- Vedalken Wizard</p> <p>When this creature enters, draw a card, then scry 2.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                      | <p><b>Shrieking Drake</b> (U)</p> <p>Creature -- Drake</p> <p>Flying<br/>When this creature enters, return a creature you control to its owner's hand.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                 | <p><b>Siege Smash</b> (1)(R)</p> <p>Instant</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - Lukas261997 - 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

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Sneaky Snacker</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div><div>[sideboard]</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tamiyo Meets the Story Circle</div><div><div>1</div><div>U</div></div></div> <div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div><div>I -- Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -2/-0 until end of turn.</div><div>II -- Discard any number of cards, then investigate twice for each card discarded this way.</div><div>III -- Shuffle up to three target cards from your graveyard into your library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Toxic Deluge</div><div><div>2</div><div>B</div></div></div> <div><div>Sorcery</div><div>As an additional cost to cast this spell, pay X life.</div><div>All creatures get -X/-X until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Tranquil Landscape</div></div> <div><div>Land</div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.</div><div>Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Unfathomable Truths</div><div><div>4</div><div>U</div></div></div> <div><div>Instant</div><div>Devoid (This card has no color.)</div><div>Draw three cards and 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>Urza's Cave</div></div> <div><div>Land -- Urza's Cave</div><div>{T}: Add {C}.</div><div>{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                     | <div><div>Utter Insignificance</div><div><div>1</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Flash</div><div>Enchant creature</div><div>Enchanted creature loses all abilities and has base power and toughness 1/1.</div><div>{2}{C}: Exile enchanted creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Victimize</div><div><div>2</div><div>B</div></div></div> <div><div>Sorcery</div><div>Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         |

## Wastescape Battlemage ①③

Creature -- Eldrazi Wizard

Kicker {G} and/or {1}{U}  
When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.

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.

[sideboard]

2/2

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## Wirewood Symbiote ⑥

Creature -- Insect

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

[sideboard]

1/1

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