

<div> Basking Broodscale 16 </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 PLAYbotbox.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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Crabomination 4BB </div> <div> Creature -- Crab Demon </div> <div> <p>Emerge from artifact {5}{B}{B} (You may cast this spell by sacrificing an artifact and paying the emerge cost reduced by that artifact's mana value.)</p> <p>When this creature enters, target opponent exiles the top card of their library, a card at random from their graveyard, and a card at random from their hand. You may cast a spell from among cards exiled this way without paying its mana cost.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Devourer of Destiny 5CCC </div> <div> Creature -- Eldrazi </div> <div> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.</p> <p>When you cast this spell, exile target permanent that's one or more colors.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Drownyard Lurker 7 </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> Electrozoa 2U </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> Emissary of Soulfire 1WU </div> <div> Creature -- Djinn Monk </div> <div> <p>When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}: Put an exalted counter on target creature you control. Activate only as a sorcery.</p> <p>(Whenever a creature you control attacks alone, it gets +1/+1 until end of turn for each instance of exalted among permanents you control.)</p> <p>[sideboard]</p> </div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> <div>Emperor of Bones</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Skeleton Noble</div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.</p> <p>{1}{B}: Adapt 2.</p> <p>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Expanding Ooze</div> <div> <div>1</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Creature -- Ooze</div> <div> <p>{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p> <p>Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Furnace Hellkite</div> <div> <div>5</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</p> <p>Flying</p> <p>{R}: This creature gets +1/+0 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Galvanic Discharge</div> <div>R</div> </div> <div> <div>Instant</div> <div> <p>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Gift of the Viper</div> <div>G</div> </div> <div> <div>Instant</div> <div> <p>Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Glasswing Grace</div> <div> <div>3</div> <div>W/B</div> <div>W/B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +2/+2 and has flying and lifelink.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> <div> <div>Age-Graced Chapel</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Harbinger of the Seas</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>Nonbasic lands are Islands.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Horrid Shadowspinner</div> <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Horror</div> <div> <p>Lifelink</p> <p>Whenever this creature attacks, you may draw cards equal to its power. If you do, discard that many cards.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> <div>Molten Gatekeeper</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Golem</div> <div> 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.) <div>[sideboard]</div> <div>2/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Nyxborn Hydra</div> <div> <div>X</div> <div>G</div> </div> </div> <div> <div>Enchantment Creature -- Hydra</div> <div> Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Reach, trample This permanent enters with X +1/+1 counters on it. Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample. <div>[sideboard]</div> <div>0/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Ophiomancer</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Shaman</div> <div> At the beginning of each upkeep, if you control no Snakes, create a 1/1 black Snake creature token with deathtouch. <div>[sideboard]</div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pearl Medallion</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> White spells you cast cost {1} less to cast. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Perilous Landscape</div> </div> <div> <div>Land</div> <div> {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.) <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Perilous Landscape</div> </div> <div> <div>Land</div> <div> {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.) <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Phyrexian Tower</div> </div> <div> <div>Legendary Land</div> <div> {T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Plains</div> </div> <div> <div>Basic Land -- Plains</div> <div> ({T}: Add {W}.) <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Territory Culler ④⑥ Creature -- Eldrazi Devoid (This card has no color.) Reach Landfall -- Whenever a land you control enters, look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand. If you don't put the card into your hand, you may put it into your graveyard. [sideboard] <div>7/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Territory Culler ④⑥ Creature -- Eldrazi Devoid (This card has no color.) Reach Landfall -- Whenever a land you control enters, look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand. If you don't put the card into your hand, you may put it into your graveyard. [sideboard] <div>7/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unfathomable Truths ④① 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 PLAY botbox.dev	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] <div>6/8</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wheel of Potential ②④ Sorcery You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Each player may exile their hand and draw a number of cards equal to the amount of {E} paid this way. If seven or more {E} was paid this way, you may play cards you own exiled this way until the end of your next turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wing It ①① Instant Target creature gets +2/+2 until end of turn. Put a flying counter on it. Scry 1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wither and Bloom ①③ Instant Target creature gets -3/-3 until end of turn. {1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Worn Powerstone</div><div>Artifact</div><div>This artifact enters tapped. {T}: Add {C}{C}.</div><div>[sideboard]</div></div><div><div>3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Wumpus Aberration</div><div>Creature -- Eldrazi Beast</div><div>Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample</div><div>[sideboard]</div></div><div><div>36</div><div>6/6PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>		