

<div> Aether Spike 1U </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> </div> <div> <div>[sideboard]</div> <div>1/2</div> </div> <div> <div>----- BACK FACE -----</div> <div> Ajani, Nacatl Avenger </div> <div> Legendary Planeswalker -- Ajani </div> <div> <p>[+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</p> </div> <div> <div>L 3</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ajani, Nacatl Pariah 1W </div> <div> Legendary Creature -- Cat Warrior </div> <div> <p>When Ajani enters, create a 2/1 white Cat Warrior creature token. Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</p> </div> <div> <div>[sideboard]</div> <div>1/2</div> </div> <div> <div>----- BACK FACE -----</div> <div> Ajani, Nacatl Avenger </div> <div> Legendary Planeswalker -- Ajani </div> <div> <p>[+2]: Put a +1/+1 counter on each Cat you control. [0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</p> </div> <div> <div>L 3</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Amped Raptor 1R </div> <div> Creature -- Dinosaur </div> <div> <p>First strike When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</p> </div> <div> <div>[sideboard]</div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Basking Broodscale 1G </div> <div> Creature -- Eldrazi Lizard </div> <div> <p>Devoid (This card has no color.) {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.) 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> </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Buried Alive 2B </div> <div> Sorcery </div> <div> <p>Search your library for up to three creature cards, put them into your graveyard, then shuffle.</p> </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Colossal Dreadmask 4GG </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.) Equipped creature gets +6/+6 and has trample. Equip {3}{G}{G}</p> </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Conduit Goblin RW </div> <div> Creature -- Goblin Warrior </div> <div> <p>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.</p> </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Consuming Corruption BB </div> <div> Instant </div> <div> <p>Consuming Corruption deals X damage to target creature or planeswalker and you gain X life, where X is the number of Swamps you control.</p> </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div>Contaminated Landscape</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.)</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Contaminated Landscape</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.)</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Contaminated Landscape</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.)</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cranial Ram</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></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cranial Ram</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></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cranial Ram</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></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cyclops Superconductor</div><div>Creature -- Cyclops Wizard</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, you get {E}{E}{E} (three energy counters).</p><p>When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Decree of Justice</div><div>Sorcery</div><div><p>Create X 4/4 white Angel creature tokens with flying.</p><p>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)</p><p>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Deem Inferior</div> <div> <div>3</div> <div>U</div> </div> </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> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Disciple of Freyalise</div> <div> <div>3</div> <div>G</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Elf Druid</div> <div> <p>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</p> </div> <div>[sideboard]</div> <div> <div>3/3</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <div>Garden of Freyalise</div> <div>Land</div> </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dreamdrinker Vampire</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Creature -- Vampire</div> <div> <p>Lifelink</p> <p>{1}{B}: 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, it gains menace until end of turn.</p> </div> <div>[sideboard]</div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dreamdrinker Vampire</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Creature -- Vampire</div> <div> <p>Lifelink</p> <p>{1}{B}: 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, it gains menace until end of turn.</p> </div> <div>[sideboard]</div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Dreamtide Whale</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Creature -- Whale</div> <div> <p>Vanishing 2 (This creature enters with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)</p> <p>Whenever a player casts their second spell each turn, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> </div> <div>[sideboard]</div> <div> <div>7/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Drowner of Truth</div> <div> <div>5</div> <div>6/U</div> <div>6/U</div> </div> </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> </div> <div>[sideboard]</div> <div> <div>7/6</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <div>Drowned Jungle</div> <div>Land</div> </div> <div> <p>This land enters tapped.</p> <p>{T}: Add {G} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Etched Slith</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Artifact Creature -- Phyrexian Slith</div> <div> <p>Menace</p> <p>Whenever this creature deals combat damage to a player, put a +1/+1 counter on it. When you do, you may remove a counter from another target permanent or opponent.</p> </div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Etherium Pteramander</div> <div> <div>B</div> </div> </div> <div>Artifact Creature -- Salamander Drake</div> <div> <p>Flying</p> <p>This creature can block only creatures with flying.</p> <p>{6}{B}: Adapt 4. This ability costs {1} less to activate for each other artifact you control. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.)</p> </div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div>Expel the Unworthy<div><div>1</div><div>W</div></div></div><div>Sorcery</div><div>Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.) Choose target creature with mana value 3 or less. If this spell was kicked, instead choose target creature. Exile the chosen creature, then its controller gains life equal to its mana value.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flare of Malice<div><div>2</div><div>B</div><div>B</div></div></div><div>Instant</div><div>You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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 PLAYbotbox.dev</div></div>	<div><div>Fowl Strike<div><div>1</div><div>G</div></div></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 PLAYbotbox.dev</div></div>
<div><div>Frogmyr Enforcer<div><div>7</div></div></div><div>Artifact Creature -- Frog Myr</div><div>Prototype {3}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic Discharge<div><div>R</div></div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Genku, Future Shaper<div><div>2</div><div>W</div><div>U</div></div></div><div>Legendary Creature -- Moonfolk Wizard</div><div>Whenever another nontoken permanent you control leaves the battlefield, choose one that hasn't been chosen this turn. Create a creature token with those characteristics. * 2/2 white Fox with vigilance. * 1/2 blue Moonfolk with flying. * 1/1 black Rat with lifelink. {3}{W}{U}: Put a +1/+1 counter on each creature you control.</div><div>[sideboard]</div><div>2/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ghostfire Slice<div><div>2</div><div>R</div></div></div><div>Instant</div><div>Devoid (This card has no color.) This spell costs {2} less to cast if an opponent controls a multicolored permanent. Ghostfire Slice deals 4 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Gift of the Viper</div><div>Instant</div><div>Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <td><div><div><div>Glasswing Grace</div><div>Enchantment -- Aura</div><div>Enchant creature</div><div>Enchanted creature gets +2/+2 and has flying and lifelink.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><td><div><div><div>Hexgold Slith</div><div>Creature -- Slith</div><div>When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}{E}. If you do, it gains first strike until end of turn. Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><td><div><div><div>Horrific Assault</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></td></td></td>	<div><div><div>Glasswing Grace</div><div>Enchantment -- Aura</div><div>Enchant creature</div><div>Enchanted creature gets +2/+2 and has flying and lifelink.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <td><div><div><div>Hexgold Slith</div><div>Creature -- Slith</div><div>When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}{E}. If you do, it gains first strike until end of turn. Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><td><div><div><div>Horrific Assault</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></td></td>	<div><div><div>Hexgold Slith</div><div>Creature -- Slith</div><div>When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}{E}. If you do, it gains first strike until end of turn. Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <td><div><div><div>Horrific Assault</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></td>	<div><div><div>Horrific Assault</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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Flash
When this Equipment enters, you get
{E}{E} (two energy counters).
When this Equipment enters, attach
it to target creature you control.
Equipped creature gets +2/+0.
Equip--Pay {E}{E}.
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③

Flying
When this creature dies, return another target artifact card from your graveyard to your hand.

[sidebar]

1/1

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② ③

Devoid (This card has no color.)
Whenever you cast a creature spell
with mana value 4, 5, or 6, create
two 0/1 colorless Eldrazi Spawn
creature tokens with "Sacrifice this
token: Add {C}."
Whenever you cast a creature spell
with mana value 7 or greater, draw
three cards.

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① ②

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}."

[sidebar]

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W

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +1/+1 and has flying.
Equip {3}{W}

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(X)(R)

Destroy each artifact with mana value X or less.

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(X) (R)

Destroy each artifact with mana value X or less.

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{T}: Add {C}.
{1}, {T}: Move a counter from target permanent you control onto a second target permanent. Activate only as a sorcery.

[sidebar]

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Nightshade Dryad (1)(G) <hr/> Creature -- Dryad <hr/> Deathtouch {T}: Add {C}. {T}: Add one mana of any color. [sideboard] <div>1/2</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</small>	Nightshade Dryad (1)(G) <hr/> Creature -- Dryad <hr/> Deathtouch {T}: Add {C}. {T}: Add one mana of any color. [sideboard] <div>1/2</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</small>	Nyxborn Hydra (X)(G) <hr/> Enchantment Creature -- Hydra <hr/> 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. [sideboard] <div>0/1</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</small>	Nyxborn Unicorn (1)(W) <hr/> Enchantment Creature -- Unicorn <hr/> Bestow {3}{W} (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.) Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) Enchanted creature gets +2/+2 and has mentor. [sideboard] <div>2/2</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</small>
Propagator Drone (1)(G) <hr/> Creature -- Eldrazi Drone <hr/> Devoid (This card has no color.) Creature tokens you control have evolve. (They have "Whenever a creature you control enters, if it has greater power or toughness than this token, put a +1/+1 counter on this token." They see this creature enter.) {3}{G}: Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." [sideboard] <div>2/2</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</small>	Pyretic Rebirth (2)(B)(R) <hr/> Instant <hr/> Return target artifact or creature card from your graveyard to your hand. Pyretic Rebirth deals damage equal to that card's mana value to up to one target creature or planeswalker. [sideboard] <div></div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</small>	Reckless Pyrosurfer (1)(R) <hr/> Creature -- Human Scout <hr/> 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.) [sideboard] <div>2/2</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</small>	Reef Worm (3)(U) <hr/> Creature -- Worm <hr/> When this creature dies, create a 3/3 blue Fish creature token with "When this token dies, create a 6/6 blue Whale creature token with 'When this token dies, create a 9/9 blue Kraken creature token.'" [sideboard] <div>0/1</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</small>

Playtest cards - Tasigurr - 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 7/11 - 8 cards - 2.5 x 3.5 in each

B

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

1/1

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① B

At the beginning of your first main phase, mill three cards. Then you may pay {1} and 3 life. If you do, put a card from among those cards into your hand.

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① ②

Landfall -- Whenever a land you control enters, you get {E} (an energy counter).
{T}, Pay six {E}: Draw three cards.

1/3

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① ②

{T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability.

0/4

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{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.
Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)

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{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.
Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)

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{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.
Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)

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This land enters tapped unless you control a Forest.
{T}: Add {G}.
Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.

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<div><div><div>Signature Slam</div><div>②⑥</div></div><div><div>Instant</div><div>Put a +1/+1 counter on target creature you control, then each modified creature you control deals damage equal to its power to target creature you don't control. (Equipment, Auras you control, and counters are modifications.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sink into Stupor</div><div>①UU</div></div><div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>[sideboard]</div></div><div><div>----- BACK FACE -----</div><div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Smelted Chargebug</div><div>①R</div></div><div><div>Artifact Creature -- Insect</div><div>Menace When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}. If you do, another target attacking creature gets +1/+0 and gains menace until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div><div>1/3</div></div></div></div>	<div><div><div>Smelted Chargebug</div><div>①R</div></div><div><div>Artifact Creature -- Insect</div><div>Menace When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}. If you do, another target attacking creature gets +1/+0 and gains menace until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div><div>1/3</div></div></div></div>
<div><div><div>Snapping Voidcraw</div><div>①GU</div></div><div><div>Creature -- Eldrazi Turtle</div><div>Devoid (This card has no color.) {T}: Add {C}{C}. {3}{C}, {T}: Draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div><div>1/3</div></div></div></div>	<div><div><div>Sneaky Snacker</div><div>UB</div></div><div><div>Creature -- Faerie Rogue</div><div>Flying 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div><div>2/1</div></div></div></div>	<div><div><div>Sneaky Snacker</div><div>UB</div></div><div><div>Creature -- Faerie Rogue</div><div>Flying 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div><div>2/1</div></div></div></div>	<div><div><div>Sundering Eruption</div><div>②R</div></div><div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.</div><div>[sideboard]</div></div><div><div>----- BACK FACE -----</div><div><div>Volcanic Fissure</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sylvan SafekeeperG</div> <div>Creature -- Human Wizard</div> <div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Tempest Harvester1U</div> <div>Creature -- Merfolk Wizard</div> <div>When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Draw a card, then discard a card.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Thraben Charm1W</div> <div>Instant</div> <div>Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thriving Skyclaw2RR</div> <div>Creature -- Cat Dragon</div> <div>Flying When this creature enters, you get {E}{E}{E} (three energy counters). Whenever this creature attacks, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on it.</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thriving Skyclaw2RR</div> <div>Creature -- Cat Dragon</div> <div>Flying When this creature enters, you get {E}{E}{E} (three energy counters). Whenever this creature attacks, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on it.</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Voltstorm Angel3WW</div> <div>Creature -- Angel</div> <div>Flying 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 -- * This creature gains vigilance and lifelink until end of turn. * Other creatures you control get +1/+1 until end of turn.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Wing It</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Target creature gets +2/+2 until end of turn. Put a flying counter on it. Scry 1.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Writhing Chrysalis</div> <div> <div>2</div> <div>R</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Drone</div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p> <p>Reach</p> <p>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wumpus Aberration</div> <div> <div>3</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Beast</div> <div> <p>Devoid (This card has no color.)</p> <p>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.</p> <p>Trample</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wurmcoil Larva</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> <p>Deathtouch, lifelink</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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