

<div> <div> Accursed Marauder <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Warrior</div> <div> <p>When this creature enters, each player sacrifices a nontoken creature of their choice.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Aether Spike <div> <div>1</div> <div>U</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Ajani Fells the Godsire <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Exile target creature an opponent controls with power 3 or greater.</p> <p>II -- Create a 2/1 white Cat Warrior creature token, then put a vigilance counter on a creature you control.</p> <p>III -- Target creature you control gains double strike until end of turn.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Angel of the Ruins <div> <div>5</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Artifact Creature -- Angel</div> <div> <p>Flying</p> <p>When this creature enters, exile up to two target artifacts and/or enchantments.</p> <p>Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)</p> <p>[sideboard]</p> </div> <div> <div>5/7</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Arcbound Condor <div> <div>2</div> <div>B</div> <div>B</div> </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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Arcbound Condor <div> <div>2</div> <div>B</div> <div>B</div> </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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Arena of Glory </div> <div> <div>Land</div> <div> <p>This land enters tapped unless you control a Mountain.</p> <p>{T}: Add {R}.</p> <p>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Disa the Restless <div> <div>2</div> <div>B</div> <div>R</div> <div>G</div> </div> </div> <div> <div>Legendary Creature -- Human Scout</div> <div> <p>Whenever a Lhurgoyf permanent card is put into your graveyard from anywhere other than the battlefield, put it onto the battlefield.</p> <p>Whenever one or more creatures you control deal combat damage to a player, create a Tarmogoyf token.</p> <p>[sideboard]</p> </div> <div> <div>5/6</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> <div> Dog Umbra <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div>Flash</div> <div>Enchant creature</div> <div>As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Dog Umbra <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div>Flash</div> <div>Enchant creature</div> <div>As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Drossclaw <div> <div>1</div> <div>B</div> </div> </div> <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. Whenever equipped creature attacks, each opponent loses 1 life.</div> <div>Equip {2}</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Drowner of Truth <div> <div>5</div> <div>6/U</div> <div>6/U</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div>Devoid (This card has no color.)</div> <div>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}."</div> <div>[sideboard]</div> <div> <div>7/6</div> </div> <div> <div>--- BACK FACE ---</div> <div> Drowned Jungle </div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {G} or {U}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>
<div> <div> Eldrazi Linebreaker <div> <div>1</div> <div>C</div> <div>R</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div>Devoid (This card has no color.)</div> <div>Trample</div> <div>At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.</div> <div>[sideboard]</div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Electrozoa <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Jellyfish</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, you get {E}{E} (two energy counters).</div> <div>At the beginning of your first main phase, tap this creature unless you pay {E}.</div> <div>[sideboard]</div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Emperor of Bones <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Skeleton Noble</div> <div>At the beginning of combat on your turn, exile up to one target card from a graveyard.</div> <div>{1}{B}: Adapt 2.</div> <div>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> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Emrakul's Messenger <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Eldrazi Faerie Rogue</div> <div>Devoid (This card has no color.)</div> <div>Flying</div> <div>Whenever you draw your second card each turn, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</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>

<div> Emrakul, the World Anew <div>12</div> </div> <div> Legendary Creature -- Eldrazi </div> <div> <p>When you cast this spell, gain control of all creatures target player controls.</p> <p>Flying, protection from spells and from permanents that were cast this turn</p> <p>When Emrakul leaves the battlefield, sacrifice all creatures you control.</p> <p>Madness--Pay six {C}.</p> <p>[sideboard]</p> </div> <div> <div>12/12</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Essence Reliquary <div>2W</div> </div> <div> Artifact </div> <div> <p>{T}: Return another target permanent you control and all Auras you control attached to it to their owner's hand. Activate only during your turn.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Eviscerator's Insight <div>1B</div> </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> Evolution Witness <div>2G</div> </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> Faithful Watchdog <div>GW</div> </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> Fanged Flames <div>1R</div> </div> <div> Sorcery </div> <div> <p>Devoid (This card has no color.)</p> <p>Fanged Flames deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Fangs of Kalonia <div>1G</div> </div> <div> Sorcery </div> <div> <p>Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on each creature that had a +1/+1 counter put on it this way.</p> <p>Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Fangs of Kalonia <div>1G</div> </div> <div> Sorcery </div> <div> <p>Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on each creature that had a +1/+1 counter put on it this way.</p> <p>Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

4 B

{2}{B}: 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, you may draw two cards. If you do, you lose 2 life.

4/4

botbox.dev

Land

{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.)

[sidebar]

botbox.dev

Land

{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.)

[sideboard]

botbox.dev

Basic Land -- Forest

$$(\{T\} : \text{Add } \{G\}.)$$

[sideboard]

botbox.de

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

[sideboard]

botbox.dev

®

Instant

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.

[sidebar]

botbox.dev

®

Instant

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.

[sidebar]

botbox.dev

G

Instant

Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.

[sideboard]

botbox.de

G

Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

```
Whenever you cast a colorless spell,
create a 0/1 colorless Eldrazi Spawn
creature token with "Sacrifice this
token: Add {C}."
```

Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Bestow {1}{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.)

Landfall -- Whenever a land you control enters, put a +1/+1 counter on this permanent.

Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Aura and Equipment spells you cast cost {X} less to cast, where X is this creature's power. Whenever this creature attacks, other modified creatures you control get +X/+X until end of turn, where X is this creature's power. (Equipment, Auras you control, and counters are modifications.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

① ②

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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meltdown (X)(R) Sorcery Destroy each artifact with mana value X or less. [sideboard]	Meltdown (X)(R) Sorcery Destroy each artifact with mana value X or less. [sideboard]	Meteoric Mace (4)(R)(R) Artifact -- Equipment Equipped creature gets +4/+0 and has trample. Equip {4} 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.) [sideboard]	Molten Gatekeeper (2)(R) Artifact Creature -- Golem 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.) [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	<div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Monstrous Vortex (3)(G) Enchantment 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.) [sideboard]	Nadier's Nightblade (2)(B) Creature -- Elf Warrior Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life. [sideboard]	Nyxborn Unicorn (1)(W) Enchantment Creature -- Unicorn 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]	Nyxborn Unicorn (1)(W) Enchantment Creature -- Unicorn 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]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	<div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	<div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	<div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Reiam - 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 6/11 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Obstinate Gargoyle</div><div>1WB</div></div><div>Artifact Creature -- Gargoyle</div><div><div>This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.)</div><div>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.)</div></div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ondu Knotmaster</div><div>2WB</div></div><div>Creature -- Kor Rogue</div><div><div>Lifelink</div><div>Whenever another modified creature you control dies, put two +1/+1 counters on this creature.</div></div><div>[sideboard]</div><div><div>2/2</div></div><div>----- ADVENTURE -----</div><div><div>Throw a Line</div><div>WB</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Phlage, Titan of Fire's Fury</div><div>1RW</div></div><div>Legendary Creature -- Elder Giant</div><div><div>When Phlage enters, sacrifice it unless it escaped.</div><div>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</div><div>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div></div><div>[sideboard]</div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ral and the Implicit Maze</div><div>3RR</div></div><div>Enchantment -- Saga</div><div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div><div>I -- This Saga deals 2 damage to each creature and planeswalker your opponents control.</div><div>II -- You may discard a card. If you do, exile the top two cards of your library. You may play them until the end of your next turn.</div><div>III -- Create a Spellgorger Weird token. (It's a {2}{R} 2/2 Weird creature with "Whenever you cast a noncreature spell, put a +1/+1 counter on Spellgorger Weird.")</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Retrofitted Transmogrant</div><div>B</div></div><div>Artifact Creature -- Zombie</div><div><div>{3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it.</div></div><div>[sideboard]</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Rush of Inspiration</div><div>1UR</div></div><div>Instant</div><div><div>Draw two cards. Then discard a card at random unless you pay {E}{E} (two energy counters).</div></div><div>[sideboard]</div><div>----- BACK FACE -----</div><div><div>Crackling Falls</div></div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<p>Snapping Voidcraw (1)(G)(U)</p> <p>Creature -- Eldrazi Turtle</p> <p>Devoid (This card has no color.) {T}: Add {C}{C}. {3}{C}, {T}: Draw a card.</p> <p>[sideboard]</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sneaky Snacker (U)(B)</p> <p>Creature -- Faerie Rogue</p> <p>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Solar Transformer (2)</p> <p>Artifact</p> <p>This artifact enters tapped. When this artifact enters, you get {E}{E}{E} (three energy counters). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Solstice Zealot (2)(W)</p> <p>Creature -- Rhino Cleric</p> <p>When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Tap target creature.</p> <p>[sideboard]</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Solstice Zealot (2)(W)</p> <p>Creature -- Rhino Cleric</p> <p>When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Tap target creature.</p> <p>[sideboard]</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Strength of the Harvest (2)(W)</p> <p>Enchantment -- Aura</p> <p>Enchant creature Enchanted creature gets +1/+1 for each creature and/or enchantment you control.</p> <p>[sideboard]</p> <p>----- -- - BACK FACE - - -</p> <p>Haven of the Harvest</p> <p>Land</p> <p>This land enters tapped. {T}: Add {G} or {W}.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Temperamental Oozewagg (3)(G)</p> <p>Creature -- Ooze Brushwagg</p> <p>{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Temperamental Oozewagg (3)(G)</p> <p>Creature -- Ooze Brushwagg</p> <p>{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Reiam - 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 9/11 - 8 cards - 2.5 x 3.5 in each

4 G

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.

7/5

botbox.dev

2G

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III -- Create a 1/1 black and green Insect creature token.
IV -- Sacrifice any number of creatures. Search your library and/or graveyard for a creature card with mana value less than or equal to the number of creatures sacrificed this way and put it onto the battlefield. If you search your library this way, shuffle.

botbox.dev

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {G}{W}{U} ({G}{W}{U}, Discard this card; Draw a card.)

botbox.de

U

Draw a card. You get {E}{E} (two energy counters).

botbox.de

④ ⑤

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}."

botbox.dev

① R

When this artifact enters, you get {E}{E} (two energy counters). Whenever you cast a spell from anywhere other than your hand, this artifact deals 1 damage to each opponent.

{T}, Pay {E}{E}: Exile the top card of your library. You may play it until you exile another card with this artifact.

botbox.dev

① R

Devoid (This card has no color.)
Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.)
If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste.

botbox.de

⑦

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}{G} ({2}{G}, Discard this
card: Draw a card.)

botbox.de

<div> <div>Winter Moon</div> <div>2</div> </div> <div>Artifact</div> <div> <p>Players can't untap more than one nonbasic land during their untap steps.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wirewood Symbiote</div> <div>G</div> </div> <div>Creature -- Insect</div> <div> <p>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wither and Bloom</div> <div>1B</div> </div> <div>Instant</div> <div> <p>Target creature gets -3/-3 until end of turn.</p> <p>{1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control. Activate only as a sorcery.</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>2RG</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>
---	--	--	---

