

Amped Raptor 1 R Creature -- Dinosaur 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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of the Ruins 5 W W Artifact Creature -- Angel Flying When this creature enters, exile up to two target artifacts and/or enchantments. Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.) [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcbound Condor 2 B B Artifact Creature -- Bird Flying 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.) Whenever another artifact you control enters, target creature an opponent controls gets -1/-1 until end of turn. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basking Broodscale 1 G Creature -- Eldrazi Lizard 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}." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cephalid Coliseum Land {T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collective Resistance 1 G Instant Escalate {G} (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Destroy target artifact. * Destroy target enchantment. * Target creature gains hexproof and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Colossal Dreadmask 4 G G Artifact -- Equipment 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} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conduit Goblin R W Creature -- Goblin Warrior 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conduit Goblin R W Creature -- Goblin Warrior 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contaminated Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corrupted Shapeshifter 3 U Creature -- Eldrazi Shapeshifter Devoid (This card has no color.) As this creature enters, it becomes your choice of a 3/3 creature with flying, a 2/5 creature with vigilance, or a 0/12 creature with defender. [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crabomination 4 B B Creature -- Crab Demon 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.) 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. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crabomination 4 B B Creature -- Crab Demon 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.) 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. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreadmobile 2 B Artifact -- Vehicle Menace {1}, Sacrifice another artifact or creature: Put a +1/+1 counter on this Vehicle. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dreamdrinker Vampire 1 B Creature -- Vampire Lifelink {1}{B}: 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, it gains menace until end of turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drownyard Lurker 7 Creature -- Eldrazi Trilobite Vigilance When you cast or cycle Drownyard Lurker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Cycling {2}{U} ({2}{U}, Discard this card: Draw a card.) [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Envoy of the Ancestors 2W Creature -- Human Cleric Outlast {W} ({W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.) Modified creatures you control have lifelink. (Equipment, Auras you control, and counters are modifications.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etched Slith 1B Artifact Creature -- Phyrexian Slith Menace 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eviscerator's Insight 1B Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eviscerator's Insight 1B Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eviscerator's Insight 1B Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expel the Unworthy 1W Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expel the Unworthy 1W Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fangs of Kalonia ①⑥ Sorcery 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. Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foreboding Landscape 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]	Foreboding Landscape 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]	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard]
Gift of the Viper ⑥ Instant Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it. [sideboard]	Glimpse the Impossible ②⑧ Sorcery Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}." [sideboard]	Glimpse the Impossible ②⑧ Sorcery Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}." [sideboard]	Golden-Tail Trainer ①⑥⑦ Creature -- Fox Samurai 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.) [sideboard]

① ② ③

Lifelink
Whenever this creature attacks, you may draw cards equal to its power. If you do, discard that many cards.

2/3

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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.

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Ⓒ

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.

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① ②

You may exert this creature as it attacks. When you do, target creature gets +X/+X until end of turn, where X is the number of counters on permanents you control. (An exerted creature won't untap during your next untap step.)

{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)

1/1

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3 R

Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, gain control of target artifact or creature until end of turn. Untap that permanent. It gains haste until end of turn.

3/3

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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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®

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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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W

Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)

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③

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

1/1

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2 B

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.

1/3

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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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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.

1/2

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(X) (R)

Destroy each artifact with mana value X or less.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B

This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.)

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 6/11 - 8 cards - 2.5 x 3.5 in each

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.

Land

[sideboard]

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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B R

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

[sideboard]

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R G

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scurrilous Sentry 3 B Creature -- Human Knight Rogue Menace Whenever this creature enters or attacks, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scurrilous Sentry 3 B Creature -- Human Knight Rogue Menace Whenever this creature enters or attacks, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serum Visionary 2 U Creature -- Vedalken Wizard When this creature enters, draw a card, then scry 2. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shattered Landscape Land {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.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sheltering Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shifting Woodland Land 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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Signature Slam 2 G Instant 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.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skoa, Embermage 4 R R Legendary Creature -- Goblin Wizard When Skoa enters, it deals 4 damage to any target. Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thriving Skyclaw 2 R R Creature -- Cat Dragon 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trickster's Elk 2 G Enchantment Creature -- Elk Bestow {1}{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.) Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trickster's Elk 2 G Enchantment Creature -- Elk Bestow {1}{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.) Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tune the Narrative U Instant Draw a card. You get {E}{E} (two energy counters). [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tune the Narrative U Instant Draw a card. You get {E}{E} (two energy counters). [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twisted Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twisted Riddlekeeper 8 Creature -- Eldrazi Sphinx Emerge {5}{C}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.) When you cast this spell, tap up to two target permanents. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.) Flying [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Bauble 1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wheel of Potential (2)(R) 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 (1)(W) 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 (1)(B) 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	Wumpus Aberration (3)(G) Creature -- Eldrazi Beast 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 [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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