

<div> Amped Raptor 1R </div> <div> Creature -- Dinosaur </div> <div> <p>First strike</p> <p>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> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Bespoke Battlewagon 3U </div> <div> Artifact -- Vehicle </div> <div> <p>{T}: You get {E}{E} (two energy counters).</p> <p>{T}, Pay {E}{E}: Tap target creature.</p> <p>{T}, Pay {E}{E}{E}: Draw a card.</p> <p>Pay {E}{E}{E}{E}: This Vehicle becomes an artifact creature until end of turn.</p> <p>Crew 4</p> <p>[sideboard]</p> </div> <div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Cyclops Superconductor 1UR </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> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Deem Inferior 3U </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> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Deem Inferior 3U </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> <p>[sideboard]</p> </div> <div> <div></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> 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> Etherium Pteramander B </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> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - Stompy45 - 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 1/6 - 8 cards - 2.5 x 3.5 in each

<div> Furnace Hellkite (5)(R)(R) </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Glimpse the Impossible (2)(R) </div> <div> Sorcery </div> <div> <p>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}."</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Jolted Awake (W) </div> <div> Sorcery </div> <div> <p>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.</p> <p>Cycling {2} ({2}, 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> Meltdown (X)(R) </div> <div> Sorcery </div> <div> <p>Destroy each artifact with mana value X or less.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Meltdown (X)(R) </div> <div> Sorcery </div> <div> <p>Destroy each artifact with mana value X or less.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Mindless Conscription (2)(B) </div> <div> Enchantment </div> <div> <p>When this enchantment enters and whenever you draw your third card each turn, amass Zombies 3. (Put three +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Nightshade Dryad (1)(G) </div> <div> Creature -- Dryad </div> <div> <p>Deathtouch</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Omo, Queen of Vesuva (2)(6/U) </div> <div> Legendary Creature -- Shapeshifter Noble </div> <div> <p>Whenever Omo enters or attacks, put an everything counter on each of up to one target land and up to one target creature.</p> <p>Each land with an everything counter on it is every land type in addition to its other types.</p> <p>Each nonland creature with an everything counter on it is every creature type.</p> <p>[sideboard]</p> </div> <div> <div>1/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> Perilous Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Petrifying Meddler </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, tap up to one target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> <p>Reach</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Reiterating Bolt </div> <div> Sorcery </div> <div> <p>Replicate--Pay {E}{E}{E}. (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</p> <p>Reiterating Bolt deals 3 damage to target creature or planeswalker.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Riddle Gate Gargoyle </div> <div> Artifact Creature -- Gargoyle </div> <div> <p>Flying</p> <p>When this creature enters, you get {E}{E}{E} (three energy counters). Whenever you attack, you may pay {E}{E}. When you do, target creature you control gains lifelink until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Riddle Gate Gargoyle </div> <div> Artifact Creature -- Gargoyle </div> <div> <p>Flying</p> <p>When this creature enters, you get {E}{E}{E} (three energy counters). Whenever you attack, you may pay {E}{E}. When you do, target creature you control gains lifelink until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ripples of Undeath </div> <div> Enchantment </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Roil Cartographer </div> <div> Creature -- Merfolk Rogue </div> <div> <p>Landfall -- Whenever a land you control enters, you get {E} (an energy counter).</p> <p>{T}, Pay six {E}: Draw three cards.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Serum Visionary </div> <div> Creature -- Vedalken Wizard </div> <div> <p>When this creature enters, draw a card, then scry 2.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div>Serum Visionary2U</div><div>Creature -- Vedalken Wizard</div><div>When this creature enters, draw a card, then scry 2.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Serum Visionary2U</div><div>Creature -- Vedalken Wizard</div><div>When this creature enters, draw a card, then scry 2.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Siege Smash1R</div><div>Instant</div><div>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</div><div>Choose one --</div><div>* Destroy target artifact.</div><div>* Target creature gets +3/+2 and gains trample until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sink into Stupor1UU</div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>[sideboard]</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.</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Skittering Precursor2R</div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.)</div><div>Menace</div><div>Whenever you sacrifice a nontoken permanent, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Skoa, Embermage4RR</div><div>Legendary Creature -- Goblin Wizard</div><div>When Skoa enters, it deals 4 damage to any target.</div><div>Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target.</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Wastes</div><div>Basic Snow Land</div><div>{T}: Add {C}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spawn-Gang Commander3RR</div><div>Creature -- Eldrazi Goblin</div><div>Devoid (This card has no color.)</div><div>When you cast this spell, create three 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div><div>{1}{C}, Sacrifice an Eldrazi: This creature deals 2 damage to any target.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

3 R R

Devoid (This card has no color.)
When you cast this spell, create three 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."
{1}{C}, Sacrifice an Eldrazi: This creature deals 2 damage to any target.

2/2

hotbox.dev

Swamp

[sideboard]

botbox.dev

Swamp

[sideboard]

botbox.dev

① ②

When this creature enters, you get {E}{E} (two energy counters).
{T}, Pay {E}: Draw a card, then discard a card.

2/1

botbox.de

① ②

When this creature enters, you get {E}{E} (two energy counters).
{T}, Pay {E}: Draw a card, then discard a card.

2/1

botbox.dev

①

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.

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① ② 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.

3/1

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① ②

Flying, hexproof from activated and triggered abilities
When this creature enters, exchange control of this creature and target creature an opponent controls. If you do, you get {E}{E}{E}{E}, then sacrifice that creature unless you pay an amount of {E} equal to its mana value.

3/2

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<div> <div>Worn Powerstone</div> <div>3</div> </div> <div> <div>Artifact</div> <div> This artifact enters tapped. {T}: Add {C}{C}. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Writhing Chrysalis</div> <div>2R6</div> </div> <div> <div>Creature -- Eldrazi Drone</div> <div> Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature. </div> <div>[sideboard]</div> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>		