

<div><div><div>Aether Spike</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Basking Broodscale</div><div><div>1</div><div>G</div></div></div><div><div>Creature -- Eldrazi Lizard</div><div>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}."</div><div>[sideboard]</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Bespoke Battlewagon</div><div><div>3</div><div>U</div></div></div><div><div>Artifact -- Vehicle</div><div>{T}: You get {E}{E} (two energy counters). {T}, Pay {E}{E}: Tap target creature. {T}, Pay {E}{E}{E}: Draw a card. Pay {E}{E}{E}{E}: This Vehicle becomes an artifact creature until end of turn. Crew 4</div><div>[sideboard]</div></div><div><div>5/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Bountiful Landscape</div></div><div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Breathe Your Last</div><div><div>1</div><div>B</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature or planeswalker. You gain 1 life for each of its colors.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Breathe Your Last</div><div><div>1</div><div>B</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature or planeswalker. You gain 1 life for each of its colors.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Cephalid Coliseum</div></div><div><div>Land</div><div>{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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Consign to Memory</div><div><div>U</div></div></div><div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Cranial Ram (B)(R) 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 +X/+1, where X is the number of artifacts you control. Equip {2} [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Cyclops Superconductor (1)(U)(R) Creature -- Cyclops Wizard Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, you get {E}{E}{E} (three energy counters). When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target. [sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Cyclops Superconductor (1)(U)(R) Creature -- Cyclops Wizard Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, you get {E}{E}{E} (three energy counters). When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target. [sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
Decree of Justice (X)(X)(2)(W)(W) Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	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] <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	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] <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Drossclaw (1)(B) 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 +1/+1. Whenever equipped creature attacks, each opponent loses 1 life. Equip {2} [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Playtest cards - 416FrowningTable - Limited (Limited Super Qualifier)

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 2/11 - 8 cards - 2.5 x 3.5 in each

<div> Drossclaw 1B </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 +1/+1. Whenever equipped creature attacks, each opponent loses 1 life.</p> <p>Equip {2}</p> <p>[sideboard]</p> </div> <div> <div>7/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Drowner of Truth 56/U6/U </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> <p>[sideboard]</p> </div> <div> <div>7/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Eldrazi Repurposer 2G </div> <div> Creature -- Eldrazi Drone </div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Envoy of the Ancestors 2W </div> <div> Creature -- Human Cleric </div> <div> <p>Outlast {W} ({W}, {T}): Put a +1/+1 counter on this creature. Outlast only as a sorcery.)</p> <p>Modified creatures you control have lifelink. (Equipment, Auras you control, and counters are modifications.)</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Etched Slith 1B </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> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Expel the Unworthy 1W </div> <div> Sorcery </div> <div> <p>Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Expel the Unworthy 1W </div> <div> Sorcery </div> <div> <p>Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Fetid Gargantua 4B </div> <div> Creature -- Horror </div> <div> <p>{2}{B}: 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, you may draw two cards. If you do, you lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Fetid Gargantua (4)(B) Creature -- Horror {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. [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Furnace Hellkite (5)(R)(R) Artifact Creature -- Dragon Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying {R}: This creature gets +1/+0 until end of turn. [sideboard] <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fury (3)(R)(R) Creature -- Elemental Incarnation Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gift of the Viper (G) Instant Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimpse the Impossible (2)(R) 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Golden-Tail Trainer (1)(G)(W) 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] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravedig (1)(B) Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Harbinger of the Seas 1UU </div> <div> Creature -- Merfolk Wizard </div> <div> Nonbasic lands are Islands. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Hexgold Slith 1W </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>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Hexgold Slith 1W </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>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Horrific Assault 6 </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Hydra Trainer 16 </div> <div> Creature -- Human Warrior </div> <div> 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}{6}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) </div> <div> [sideboard] </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Hydroelectric Specimen 2U </div> <div> Creature -- Weird </div> <div> Flash When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature. </div> <div> [sideboard] </div> <div> <div>1/4</div> </div> <div> ----- BACK FACE ----- </div> <div> Hydroelectric Laboratory </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Hydroelectric Specimen 2U </div> <div> Creature -- Weird </div> <div> Flash When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature. </div> <div> [sideboard] </div> <div> <div>1/4</div> </div> <div> ----- BACK FACE ----- </div> <div> Hydroelectric Laboratory </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Inspired Inventor 2W </div> <div> Creature -- Human Artificer </div> <div> When this creature enters, choose one -- * You get {E}{E}{E} (three energy counters). * Put a +1/+1 counter on target creature. * Create a 1/1 colorless Servo artifact creature token. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - 416FrowningTable - Limited (Limited Super Qualifier)

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sheet 5/11 - 8 cards - 2.5 x 3.5 in each

<div> Inventor's Axe (R) </div> <div> Artifact -- Equipment </div> <div> 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}. </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Kaalia of the Vast (1)(R)(W)(B) </div> <div> Legendary Creature -- Human Cleric </div> <div> Flying Whenever Kaalia attacks an opponent, you may put an Angel, Demon, or Dragon creature card from your hand onto the battlefield tapped and attacking that opponent. </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Kozilek, the Broken Reality (9) </div> <div> Legendary Creature -- Eldrazi </div> <div> When you cast this spell, up to two target players each manifest two cards from their hands. For each card manifested this way, you draw a card. (To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) Other colorless creatures you control get +3/+2. </div> <div> [sideboard] </div> <div> <div>9/9</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> K'rrik, Son of Yawgmoth (4)(BP)(BP)(BP) </div> <div> Legendary Creature -- Phyrexian Horror Minion </div> <div> ({B/P} can be paid with either {B} or 2 life.) Lifelink For each {B} in a cost, you may pay 2 life rather than pay that mana. Whenever you cast a black spell, put a +1/+1 counter on K'rrik. </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Kudo, King Among Bears (G)(W) </div> <div> Legendary Creature -- Bear </div> <div> Other creatures have base power and toughness 2/2 and are Bears in addition to their other types. </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Mandibular Kite (W) </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.) Equipped creature gets +1/+1 and has flying. Equip {3}{W} </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Metastatic Evangel (1)(W) </div> <div> Creature -- Phyrexian Human Cleric </div> <div> Whenever another nontoken creature you control enters, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) </div> <div> [sideboard] </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Mindless Conscription (2)(B) </div> <div> Enchantment </div> <div> 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.) </div> <div> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> Nadier's Nightblade (2)(B) </div> <div> Creature -- Elf Warrior </div> <div> <p>Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Nadu, Winged Wisdom (1)(G)(U) </div> <div> Legendary Creature -- Bird Wizard </div> <div> <p>Flying</p> <p>Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Nyxborn Hydra (X)(G) </div> <div> Enchantment Creature -- Hydra </div> <div> <p>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.)</p> <p>Reach, trample</p> <p>This permanent enters with X +1/+1 counters on it.</p> <p>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</p> <p>[sideboard]</p> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Nyxborn Hydra (X)(G) </div> <div> Enchantment Creature -- Hydra </div> <div> <p>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.)</p> <p>Reach, trample</p> <p>This permanent enters with X +1/+1 counters on it.</p> <p>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</p> <p>[sideboard]</p> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Nyxborn Hydra (X)(G) </div> <div> Enchantment Creature -- Hydra </div> <div> <p>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.)</p> <p>Reach, trample</p> <p>This permanent enters with X +1/+1 counters on it.</p> <p>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</p> <p>[sideboard]</p> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Path of Annihilation (3)(G) </div> <div> Enchantment </div> <div> <p>Devoid (This card has no color.)</p> <p>When this enchantment enters, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</p> <p>Eldrazi you control have "{T}: Add one mana of any color."</p> <p>Whenever you cast a creature spell with mana value 7 or greater, you gain 4 life.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Petrifying Meddler (4)(U) </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Petrifying Meddler (4)(U) </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Land

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

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Enchantment -- Aura

Enchant player
At the beginning of each of
enchanted player's postcombat main
phases, there is an additional
beginning phase after this phase.
(The end step happens after the
added untap, upkeep, and draw
steps.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

Legendary Creature -- Treefolk

Reach
Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.
During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)

[sidebar]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

4/4

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Artifact Creature -- Insect

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/+ and gains menace until end of turn.

[sideboard]

1/3

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Sneaky Snacker (U)(B) Creature -- Faerie Rogue Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solar Transformer (2) Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temperamental Oozewagg (3)(G) Creature -- Ooze Brushwagg {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.) [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tempest Harvester (1)(U) Creature -- Merfolk Wizard When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Draw a card, then discard a card. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Hunger Tide Rises (2)(G) Enchantment -- Saga (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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulakek, Fused Atrocity (C/W)(C/U)(C/B)(C/R)(C/G) Legendary Creature -- Eldrazi Devoid (This card has no color.) Whenever you cast an Eldrazi spell, you may pay {C}{C}. If you do, copy all spells you control, then copy all other activated and triggered abilities you control. You may choose new targets for the copies. (Mana abilities can't be copied.) [sideboard] <div>2/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - 416FrowningTable - Limited (Limited Super Qualifier)

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 10/11 - 8 cards - 2.5 x 3.5 in each

Victimize

2B

Sorcery

Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, return the chosen cards to the battlefield tapped.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Waterlogged Teachings

3U/B

Instant

Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.

[sideboard]

BACK FACE

Inundated Archive

Land

This land enters tapped.

{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Worn Powerstone

3

Artifact

This artifact enters tapped.

{T}: Add {C}{C}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Wumpus Aberration

3G

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

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