

<div><div><div><div><div><div></div><div>Basking Broodscale</div><div><div>1</div><div>6</div></div></div></div><div>Creature -- Eldrazi Lizard</div><div><div>Devoid (This card has no color.)</div><div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div><div>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><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Basking Broodscale</div><div><div>1</div><div>6</div></div></div></div><div>Creature -- Eldrazi Lizard</div><div><div>Devoid (This card has no color.)</div><div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div><div>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><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Basking Broodscale</div><div><div>1</div><div>6</div></div></div></div><div>Creature -- Eldrazi Lizard</div><div><div>Devoid (This card has no color.)</div><div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div><div>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><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Basking Broodscale</div><div><div>1</div><div>6</div></div></div></div><div>Creature -- Eldrazi Lizard</div><div><div>Devoid (This card has no color.)</div><div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div><div>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><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>
<div><div><div><div><div><div></div><div>Chromatic Star</div><div><div>1</div></div></div></div><div>Artifact</div><div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color.</div><div>When this artifact is put into a graveyard from the battlefield, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Chromatic Star</div><div><div>1</div></div></div></div><div>Artifact</div><div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color.</div><div>When this artifact is put into a graveyard from the battlefield, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Chromatic Star</div><div><div>1</div></div></div></div><div>Artifact</div><div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color.</div><div>When this artifact is put into a graveyard from the battlefield, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Chromatic Star</div><div><div>1</div></div></div></div><div>Artifact</div><div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color.</div><div>When this artifact is put into a graveyard from the battlefield, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>

<div><div>Darkmoss Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkmoss Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkmoss Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deadly Dispute1B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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②

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When this artifact enters, draw a
card.
{2}: Add one mana of any color.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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When this artifact enters, draw a
card.
{2}: Add one mana of any color.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

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.)

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1 B

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.)

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② ⑥

{1}{G}: 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, return target permanent card from your graveyard to your hand.

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2/1

2G

{1}{G}: 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, return target permanent card from your graveyard to your hand.

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2/1

{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.)

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<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Haunted Mire</div><div>Land -- Swamp Forest</div><div>({T}: Add {B} or {G}.) This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ichor Wellspring②</div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ichor Wellspring②</div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Implement of Ferocity①</div><div>Artifact</div><div>{G}, Sacrifice this artifact: Put a +1/+1 counter on target creature. Activate only as a sorcery. When this artifact is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Land

This land enters tapped.
When this land enters, create a 0/1
green Plant creature token.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
When this land enters, create a 0/1
green Plant creature token.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
When this land enters, create a 0/1
green Plant creature token.
{T}: Add {G}.

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① ⑥

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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① ② G

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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① ② G

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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2 B

Creature -- Elf Warrior

Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.

1/3

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G

When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

{G}, Exile this card from your graveyard: Put a +1/+1 counter on target creature. Activate only as a sorcery.

1/1

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B

Enchant creature
Whenever a creature dies, put a
+1/+1 counter on enchanted creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Enchant creature
Whenever a creature dies, put a
+1/+1 counter on enchanted creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Enchant creature
Whenever a creature dies, put a
+1/+1 counter on enchanted creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Enchant creature
Whenever a creature dies, put a
+1/+1 counter on enchanted creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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G

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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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 6/10 - 8 cards - 2.5 x 3.5 in each

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Tamiyo's Safekeeping</div> <div>Instant</div> <div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Twisted Landscape</div> <div>Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Twisted Landscape</div> <div>Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Unearth (B) Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wirewood Herald (1)(G) Creature -- Elf When this creature dies, you may search your library for an Elf card, reveal that card, put it into your hand, then shuffle. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wizard's Rockets (1) Artifact This artifact enters tapped. {X}, {T}, Sacrifice this artifact: Add X mana in any combination of colors. When this artifact is put into a graveyard from the battlefield, draw a card. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wizard's Rockets (1) Artifact This artifact enters tapped. {X}, {T}, Sacrifice this artifact: Add X mana in any combination of colors. When this artifact is put into a graveyard from the battlefield, draw a card. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gorilla Shaman (R) Creature -- Ape Shaman {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gorilla Shaman (R) Creature -- Ape Shaman {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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`{X}{X}{1}`: Destroy target
noncreature artifact with mana value
X.

1/1

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3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

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3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

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3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

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G

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

2/2

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① ② G

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.

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① ⑥

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.

2/2

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<div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	