

<p>Ajani Fells the Godsire (3)(W)(W)</p> <p>Enchantment -- Saga</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Amped Raptor (1)(R)</p> <p>Creature -- Dinosaur</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Arcbound Condor (2)(B)(B)</p> <p>Artifact Creature -- Bird</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Arna Kennerüd, Skycaptain (2)(W)(U)(B)</p> <p>Legendary Creature -- Human Knight</p> <p>Flying, lifelink</p> <p>Ward--Discard a card.</p> <p>Whenever a modified creature you control attacks, double the number of each kind of counter on it. Then for each nontoken permanent attached to it, create a token that's a copy of that permanent attached to that creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Basking Broodscale (1)(G)</p> <p>Creature -- Eldrazi Lizard</p> <p>Devoid (This card has no color.)</p> <p>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p> <p>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}."</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Basking Broodscale (1)(G)</p> <p>Creature -- Eldrazi Lizard</p> <p>Devoid (This card has no color.)</p> <p>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p> <p>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}."</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Basking Broodscale (1)(G)</p> <p>Creature -- Eldrazi Lizard</p> <p>Devoid (This card has no color.)</p> <p>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</p> <p>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}."</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Breathe Your Last (1)(B)(B)</p> <p>Instant</p> <p>Destroy target creature or planeswalker. You gain 1 life for each of its colors.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - crK - 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 1/11 - 8 cards - 2.5 x 3.5 in each

Chthonian Nightmare ①② Enchantment When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>	Corrupted Shapeshifter ③④ 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] <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Cyclops Superconductor ①④⑤ 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>
Deceptive Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {W}{B}{G} ({W}{B}{G}), Discard this card: Draw a card.) [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Deceptive Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {W}{B}{G} ({W}{B}{G}), Discard this card: Draw a card.) [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Deep Analysis ③④ Sorcery Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Dreadmobile ②⑤ 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>

2 B

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.)

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Devoid (This card has no color.)
Flying
Whenever you draw your second card
each turn, create a 0/1 colorless
Eldrazi Spawn creature token with
"Sacrifice this token: Add {C}."

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B G

{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.) Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

Vigilance
This creature enters with three
+1/+1 counters on it.

[sidebar]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G W

Vigilance
This creature enters with three
+1/+1 counters on it.

[sidebar]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Devoid (This card has no color.)
Fanged Flames deals 4 damage to
target creature or planeswalker. If
that creature or planeswalker would
die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

You may sacrifice a nontoken white creature rather than pay this spell's mana cost.
Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Foreboding Landscape</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div> <p>({T}: Add {G}.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Fowl Strike</div> <div>Instant</div> <div> <p>Destroy target creature with flying. Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Glaring Fleshrazer</div> <div>Creature -- Eldrazi Drone</div> <div> <p>Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.</p> <p>[sideboard]</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Glasswing Grace</div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature gets +2/+2 and has flying and lifelink.</p> <p>[sideboard]</p> </div> <div>----- BACK FACE -----</div> <div>Age-Graced Chapel</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {B}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Glimpse the Impossible</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Glimpse the Impossible</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Glyph Elemental</div> <div>Enchantment Creature -- Elemental</div> <div> <p>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.)</p> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on this permanent.</p> <p>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura.</p> <p>[sideboard]</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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sheet 4/11 - 8 cards - 2.5 x 3.5 in each

<div>Gravedig1B</div> <div>Sorcery</div> <div>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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Guide of SoulsW</div> <div>Creature -- Human Cleric</div> <div>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.</div> <div>[sideboard]</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Horrific AssaultG</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Horrific AssaultG</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Hydra Trainer1G</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}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Infernal Captor3R</div> <div>Creature -- Devil Rogue</div> <div>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.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Inspired Inventor2W</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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Inventor's AxeR</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Island </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Island </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> It That Heralds the End ①③ </div> <div> Creature -- Eldrazi Drone </div> <div> Colorless spells you cast with mana value 7 or greater cost {1} less to cast. Other colorless creatures you control get +1/+1. </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> Kami of Jealous Thirst ②③ </div> <div> Creature -- Spirit </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Kappa Cannoneer ⑤④ </div> <div> Artifact Creature -- Turtle Warrior </div> <div> Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Ward {4} Whenever this creature or another artifact you control enters, put a +1/+1 counter on this creature. It can't be blocked this turn. </div> <div> [sideboard] </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Laelia, the Blade Reforged ②④ </div> <div> Legendary Creature -- Spirit Warrior </div> <div> Haste Whenever Laelia attacks, exile the top card of your library. You may play that card this turn. Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia. </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> Laelia, the Blade Reforged ②④ </div> <div> Legendary Creature -- Spirit Warrior </div> <div> Haste Whenever Laelia attacks, exile the top card of your library. You may play that card this turn. Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia. </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> Legion Leadership ①④ </div> <div> Instant </div> <div> Until end of turn, double target creature's power and it gains first strike. </div> <div> [sideboard] </div> <div> <div>----- BACK FACE -----</div> <div> Legion Stronghold </div> <div> Land </div> <div> This land enters tapped. {T}: Add {R} or {W}. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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

<div> <div>Lethal Throwdown</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature or sacrifice a modified creature. (Equipment, Auras you control, and counters are modifications.) Destroy target creature or planeswalker. If the modified creature was sacrificed, draw a card.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Malevolent Rumble</div> <div>1G</div> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mountain</div> </div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Nethergoyf</div> <div>B</div> </div> <div>Creature -- Lhurgoyf</div> <div> <p>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div>[sideboard]</div> <div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Nyxborn Unicorn</div> <div>1W</div> </div> <div>Enchantment Creature -- Unicorn</div> <div> <p>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.</p> </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>Perilous Landscape</div> </div> <div>Land</div> <div> <p>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pinnacle Monk</div> <div>3RR</div> </div> <div>Creature -- Djinn Monk</div> <div> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, return target instant or sorcery card from your graveyard to your hand.</p> </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <div>Mystic Peak</div> </div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Plains</div> </div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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sheet 7/11 - 8 cards - 2.5 x 3.5 in each

<div> Pyretic Rebirth <div> <div>2</div> <div>B</div> <div>R</div> </div> </div> <div>Instant</div> <div>Return target artifact or creature card from your graveyard to your hand. Pyretic Rebirth deals damage equal to that card's mana value to up to one target creature or planeswalker.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Recruiter of the Guard <div> <div>2</div> <div>W</div> </div> </div> <div>Creature -- Human Soldier</div> <div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Retrofitted Transmogrant <div> <div>B</div> </div> </div> <div>Artifact Creature -- Zombie</div> <div>{3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it.</div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Revitalizing Repast <div> <div>6/6</div> </div> </div> <div>Instant</div> <div>Put a +1/+1 counter on target creature. It gains indestructible until end of turn.</div> <div>[sideboard]</div> <div> <div>----- BACK FACE -----</div> <div> Old-Growth Grove </div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {B} or {G}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> Roil Cartographer <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Merfolk Rogue</div> <div>Landfall -- Whenever a land you control enters, you get {E} (an energy counter).</div> <div>{T}, Pay six {E}: Draw three cards.</div> <div>[sideboard]</div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Ruby Medallion <div> <div>2</div> </div> </div> <div>Artifact</div> <div>Red spells you cast cost {1} less to cast.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Rush of Inspiration <div> <div>1</div> <div>U/R</div> <div>U/R</div> </div> </div> <div>Instant</div> <div>Draw two cards. Then discard a card at random unless you pay {E}{E} (two energy counters).</div> <div>[sideboard]</div> <div> <div>----- BACK FACE -----</div> <div> Crackling Falls </div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {U} or {R}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Sage of the Unknowable <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div>{T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability.</div> <div>[sideboard]</div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - crK - 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 8/11 - 8 cards - 2.5 x 3.5 in each

<p>Scurry of Gremlins (2)(R)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, create two 1/1 red Gremlin creature tokens. Then you get an amount of {E} (energy counters) equal to the number of creatures you control. Pay {E}{E}{E}{E}: Creatures you control get +1/+0 and gain haste until end of turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Seething Landscape</p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Six (2)(G)</p> <p>Legendary Creature -- Treefolk</p> <p>Reach</p> <p>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.</p> <p>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.)</p> <p>[sideboard]</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Six (2)(G)</p> <p>Legendary Creature -- Treefolk</p> <p>Reach</p> <p>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.</p> <p>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.)</p> <p>[sideboard]</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Skoa, Embermage (4)(R)(R)</p> <p>Legendary Creature -- Goblin Wizard</p> <p>When Skoa enters, it deals 4 damage to any target.</p> <p>Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target.</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sneaky Snacker (U)(B)</p> <p>Creature -- Faerie Rogue</p> <p>Flying</p> <p>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>Solstice Zealot (2)(W)</p> <p>Creature -- Rhino Cleric</p> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>{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>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.)</p> <p>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>

