

<div><div><div>Aerie Auxiliary</div><div><div>3</div><div>W</div></div></div><div><div>Creature -- Bird Soldier</div><div>Flying</div><div>When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.)</div><div>[sideboard]</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Ajani Fells the Godsire</div><div><div>3</div><div>W</div><div>W</div></div></div><div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div><div>I -- Exile target creature an opponent controls with power 3 or greater.</div><div>II -- Create a 2/1 white Cat Warrior creature token, then put a vigilance counter on a creature you control.</div><div>III -- Target creature you control gains double strike until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Barbarian Ring</div><div>Land</div></div><div><div>{T}: Add {R}. This land deals 1 damage to you.</div><div>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Bloodsoaked Insight</div><div><div>5</div><div>R</div><div>R</div></div></div><div><div>Sorcery</div><div>This spell costs {1} less to cast for each 1 life your opponents have lost this turn.</div><div>Target opponent exiles the top three cards of their library. Until the end of your next turn, you may play those cards. If you cast a spell this way, mana of any type can be spent to cast it.</div><div>[sideboard]</div><div>----- BACK FACE -----</div><div><div>Sanguine Morass</div><div>Land</div><div>This land enters tapped.</div><div>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>
<div><div><div>Boggart Trawler</div><div><div>2</div><div>B</div></div></div><div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>[sideboard]</div><div><div>3/1</div></div><div>----- BACK FACE -----</div><div><div>Boggart Bog</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 {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>Bountiful Landscape</div><div>Land</div></div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle.</div><div>Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Charitable Levy</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>Noncreature spells cost {1} more to cast.</div><div>Whenever a player casts a noncreature spell, put a collection counter on this enchantment. Then if there are three or more collection counters on it, sacrifice it. If you do, draw a card, then you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Colossal Dreadmask</div><div><div>4</div><div>G</div><div>G</div></div></div><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.)</div><div>Equipped creature gets +6/+6 and has trample.</div><div>Equip {3}{G}{G}</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div> Conduit Goblin (R)(W) </div> <div> Creature -- Goblin Warrior </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Cyclops Superconductor (1)(U)(R) </div> <div> Creature -- Cyclops Wizard </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Deserted Temple </div> <div> Land </div> <div> <p>{T}: Add {C}. {1}, {T}: Untap target land.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Disciple of Freyalise (3)(G)(G)(G) </div> <div> Creature -- Elf Druid </div> <div> <p>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Dreamdrinker Vampire (1)(B) </div> <div> Creature -- Vampire </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Drowner of Truth (5)(6/U)(6/U) </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.) 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> Drowner of Truth (5)(6/U)(6/U) </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.) 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> Drownyard Lurker (7) </div> <div> Creature -- Eldrazi Trilobite </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - Lumbalgic - Limited (Limited Super Qualifier)

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

Eldrazi Linebreaker ①③④ Creature -- Eldrazi Devoid (This card has no color.) Trample At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control. [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldrazi Repurposer ②⑥ Creature -- Eldrazi Drone Devoid (This card has no color.) 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}." [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldrazi Repurposer ②⑥ Creature -- Eldrazi Drone Devoid (This card has no color.) 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}." [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Electrozoa ②⑤ Creature -- Jellyfish Flash Flying When this creature enters, you get {E}{E} (two energy counters). At the beginning of your first main phase, tap this creature unless you pay {E}. [sideboard] <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Emissary of Soulfire ①④⑤ Creature -- Djinn Monk When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}: Put an exalted counter on target creature you control. Activate only as a sorcery. (Whenever a creature you control attacks alone, it gets +1/+1 until end of turn for each instance of exalted among permanents you control.) [sideboard] <div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etched Slith ①③ 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] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expel the Unworthy ①④ 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] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expel the Unworthy ①④ 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] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fanatic of Rhonas Token Creature -- Zombie Snake Druid {T}: Add {G}. Ferocious -- {T}: Add {G}{G}{G}{G}. Activate only if you control a creature with power 4 or greater. [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flare of Fortitude 2W Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frogmyr Enforcer 7 Artifact Creature -- Frog Myr Prototype {3}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Furnace Hellkite 5RR 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	Galvanic Discharge R Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. [sideboard] 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	Gravedig 1B 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> Guide of Souls W </div> <div> Creature -- Human Cleric </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Horrific Assault G </div> <div> Sorcery </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Infernal Captor R3 </div> <div> Creature -- Devil Rogue </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Inspired Inventor W2 </div> <div> Creature -- Human Artificer </div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> * 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. <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Island </div> <div> Basic Land -- Island </div> <div> <p>{T}: Add {U}.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Izzet Generatorium RU </div> <div> Artifact </div> <div> <p>If you would get one or more {E} (energy counters), you get that many plus one {E} instead.</p> <p>{T}: Draw a card. Activate only if you've paid or lost four or more {E} this turn.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Kami of Jealous Thirst B2 </div> <div> Creature -- Spirit </div> <div> <p>Deathtouch</p> <p>{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.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Kappa Cannoneer U5 </div> <div> Artifact Creature -- Turtle Warrior </div> <div> <p>Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)</p> <p>Ward {4}</p> <p>Whenever this creature or another artifact you control enters, put a +1/+1 counter on this creature. It can't be blocked this turn.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - Lumbalgic - Limited (Limited Super Qualifier)

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

<div> <div>Kozilek's Unsealing</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Devoid (This card has no color.) Whenever you cast a creature spell with mana value 4, 5, or 6, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> <div>Whenever you cast a creature spell with mana value 7 or greater, draw three cards.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mandibular Kite</div> <div> <div>W</div> </div> </div> <div> <div>Artifact -- Equipment</div> <div> <div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)</div> <div>Equipped creature gets +1/+1 and has flying.</div> <div>Equip {3}{W}</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Molten Gatekeeper</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Golem</div> <div> <div>Whenever another creature you control enters, this creature deals 1 damage to each opponent.</div> <div>Unearth {R} ({R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Molten Gatekeeper</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Golem</div> <div> <div>Whenever another creature you control enters, this creature deals 1 damage to each opponent.</div> <div>Unearth {R} ({R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Muster the Departed</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>When this enchantment enters, create a 1/1 white Spirit creature token with flying.</div> <div>Morbid -- At the beginning of your end step, if a creature died this turn, populate. (Create a token that's a copy of a creature token you control.)</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Nesting Grounds</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{1}, {T}: Move a counter from target permanent you control onto a second target permanent. Activate only as a sorcery.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Nightshade Dryad</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Dryad</div> <div> <div>Deathtouch</div> <div>{T}: Add {C}.</div> <div>{T}: Add one mana of any color.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Nyxborn Hydra</div> <div> <div>X</div> <div>G</div> </div> </div> <div> <div>Enchantment Creature -- Hydra</div> <div> <div>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.)</div> <div>Reach, trample</div> <div>This permanent enters with X +1/+1 counters on it.</div> <div>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> Path of Annihilation 3G </div> <div> Enchantment </div> <div> <p>Devoid (This card has no color.) When this enchantment enters, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Eldrazi you control have "{T}: Add one mana of any color." Whenever you cast a creature spell with mana value 7 or greater, you gain 4 life.</p> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Planar Genesis GU </div> <div> Instant </div> <div> <p>Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.</p> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Powerbalance RR </div> <div> Enchantment </div> <div> <p>Whenever an opponent casts a spell, you may reveal the top card of your library. If you do, you may cast that card without paying its mana cost if the two spells have the same mana value.</p> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Ral, Monsoon Mage 1R </div> <div> Legendary Creature -- Human Wizard </div> <div> <p>Instant and sorcery spells you cast cost {1} less to cast. Whenever you cast an instant or sorcery spell during your turn, flip a coin. If you lose the flip, Ral deals 1 damage to you. If you win the flip, you may exile Ral. If you do, return him to the battlefield transformed under his owner's control.</p> <div>[sideboard]</div> <div>1/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> Refurbished Familiar 3B </div> <div> Artifact Creature -- Zombie Rat </div> <div> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</p> <div>[sideboard]</div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Refurbished Familiar 3B </div> <div> Artifact Creature -- Zombie Rat </div> <div> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</p> <div>[sideboard]</div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Retrofitted Transmogrant B </div> <div> Artifact Creature -- Zombie </div> <div> <p>{3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it.</p> <div>[sideboard]</div> <div>1/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> Rosecot Knight 4W </div> <div> Creature -- Human Knight </div> <div> <p>Vigilance When this creature enters, look at the top six cards of your library. You may reveal an artifact or enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, put a +1/+1 counter on this creature.</p> <div>[sideboard]</div> <div>3/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

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

Rosecot Knight (4)(W) <hr/> Creature -- Human Knight <hr/> Vigilance When this creature enters, look at the top six cards of your library. You may reveal an artifact or enchantment card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, put a +1/+1 counter on this creature. [sideboard] <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Sage of the Unknowable (1)(U) <hr/> Creature -- Human Wizard <hr/> {T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability. [sideboard] <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Sage of the Unknowable (1)(U) <hr/> Creature -- Human Wizard <hr/> {T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability. [sideboard] <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Sarpadian Simulacrum (R) <hr/> Artifact Creature -- Goblin <hr/> Haste {3}{R}, Sacrifice this creature: It deals 4 damage to target creature. [sideboard] <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Sarpadian Simulacrum (R) <hr/> Artifact Creature -- Goblin <hr/> Haste {3}{R}, Sacrifice this creature: It deals 4 damage to target creature. [sideboard] <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Serum Visionary (2)(U) <hr/> Creature -- Vedalken Wizard <hr/> When this creature enters, draw a card, then scry 2. [sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Siege Smash (1)(R) <hr/> Instant <hr/> Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose one -- * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. [sideboard] <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Smelted Chargebug (1)(R) <hr/> Artifact Creature -- Insect <hr/> 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/+0 and gains menace until end of turn. [sideboard] <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> <div>Creature -- Faerie Rogue</div> <div>Flying</div> <div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> <div>Creature -- Faerie Rogue</div> <div>Flying</div> <div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Suppression Ray</div> <div> <div>3</div> <div>W/U</div> <div>W/U</div> </div> <div>Sorcery</div> <div>Tap all creatures target player controls. You may pay any amount of {E}. If you do, choose up to that many creatures tapped this way. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div> <div>[sideboard]</div> <div>----- BACK FACE -----</div> <div>Orderly Plaza</div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sylvan Safekeeper</div> <div> <div>G</div> </div> <div>Creature -- Human Wizard</div> <div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Temperamental Oozewagg</div> <div> <div>3</div> <div>G</div> </div> <div>Creature -- Ooze Brushwagg</div> <div>{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</div> <div>Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Temperamental Oozewagg</div> <div> <div>3</div> <div>G</div> </div> <div>Creature -- Ooze Brushwagg</div> <div>{2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</div> <div>Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>The Creation of Avacyn</div><div>1B</div></div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Search your library for a card, exile it face down, then shuffle. II -- Turn the exiled card face up. If it's a creature card, you lose life equal to its mana value. III -- You may put the exiled card onto the battlefield if it's a creature card. If you don't put it onto the battlefield, put it into its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>The Hunger Tide Rises</div><div>2G</div></div><div>Enchantment -- Saga</div><div>(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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Thraben Charm</div><div>1W</div></div><div>Instant</div><div>Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tranquil Landscape</div><div></div></div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle. Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Tune the Narrative</div><div>U</div></div><div>Instant</div><div>Draw a card. You get {E}{E} (two energy counters).</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Unstable Amulet</div><div>1R</div></div><div>Artifact</div><div>When this artifact enters, you get {E}{E} (two energy counters). Whenever you cast a spell from anywhere other than your hand, this artifact deals 1 damage to each opponent. {T}, Pay {E}{E}: Exile the top card of your library. You may play it until you exile another card with this artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Voidpouncer</div><div>1R</div></div><div>Creature -- Eldrazi</div><div>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.</div><div>[sideboard]</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>White Orchid Phantom</div><div>WW</div></div><div>Creature -- Spirit Knight</div><div>Flying, first strike When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Wing It</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Target creature gets +2/+2 until end of turn. Put a flying counter on it. Scry 1.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Witch Enchanter</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Warlock</div> <div> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> <p>[sideboard]</p> </div> </div> <div> <div>2/2</div> <div> <div>----- BACK FACE -----</div> <div> <div>Witch-Blessed Meadow</div> <div>Land</div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wither and Bloom</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Target creature gets -3/-3 until end of turn.</p> <p>{1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Worn Powerstone</div> <div> <div>3</div> </div> </div> <div> <div>Artifact</div> <div> <p>This artifact enters tapped. {T}: Add {C}{C}.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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