

1 B

When this creature enters, each player sacrifices a nontoken creature of their choice.

2/1

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③ ④ W

Flying
When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.)

3/3

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①②

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.

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① ②

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}."

2/2

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5 B/R B/R

This spell costs {1} less to cast for each 1 life your opponents have lost this turn. 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.

- - - BACK FACE - - -

This land enters tapped.
{T}: Add {B} or {R}.

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6 C C

When you cast this spell, you gain 1 life for each colorless permanent you control.

Hexproof from each color

Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.)

8/4

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②⑥

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.

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②⑥

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.

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<div>Charitable Levy (1)(W)</div> <div>Enchantment</div> <div>Noncreature spells cost {1} more to cast. 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 PLAY botbox.dev</div>	<div>Charitable Levy (1)(W)</div> <div>Enchantment</div> <div>Noncreature spells cost {1} more to cast. 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 PLAY botbox.dev</div>	<div>Colossal Dreadmask (4)(G)(G)</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 +6/+6 and has trample. Equip {3}{G}{G}</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Conduit Goblin (R)(W)</div> <div>Creature -- Goblin Warrior</div> <div>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.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Consign to Memory (U)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Corrupted Shapeshifter (3)(U)</div> <div>Creature -- Eldrazi Shapeshifter</div> <div>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.</div> <div>[sideboard]</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Deceptive Landscape</div> <div>Land</div> <div>{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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Deceptive Landscape</div> <div>Land</div> <div>{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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div>Deceptive Landscape</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.)</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deem Inferior</div> <div>Sorcery</div> <div> <p>This spell costs {1} less to cast for each card you've drawn this turn.</p> <p>The owner of target nonland permanent puts it into their library second from the top or on the bottom.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deem Inferior</div> <div>Sorcery</div> <div> <p>This spell costs {1} less to cast for each card you've drawn this turn.</p> <p>The owner of target nonland permanent puts it into their library second from the top or on the bottom.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Devourer of Destiny</div> <div>Creature -- Eldrazi</div> <div> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.</p> <p>When you cast this spell, exile target permanent that's one or more colors.</p> </div> <div>[sideboard]</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Distinguished Conjurer</div> <div>Creature -- Human Wizard</div> <div> <p>Whenever another creature you control enters, you gain 1 life.</p> <p>{4}{W}, {T}: Exile another target creature you control, then return it to the battlefield under its owner's control.</p> </div> <div>[sideboard]</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Dog Umbra</div> <div>Enchantment -- Aura</div> <div> <p>Flash</p> <p>Enchant creature</p> <p>As long as another player controls enchanted creature, it can't attack or block. Otherwise, this Aura has umbra armor. (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Dreamdrinker Vampire</div> <div>Creature -- Vampire</div> <div> <p>Lifelink</p> <p>{1}{B}: 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, it gains menace until end of turn.</p> </div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Drossclaw</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.</p> <p>Whenever equipped creature attacks, each opponent loses 1 life.</p> <p>Equip {2}</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Drownyard Lurker 7 Creature -- Eldrazi Trilobite 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.) [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Electrozoa 2U 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] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emrakul's Messenger 1U Creature -- Eldrazi Faerie Rogue 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}." [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expel the Unworthy 1W 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fanged Flames 1R Sorcery 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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fangs of Kalonia 1G Sorcery Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on each creature that had a +1/+1 counter put on it this way. Overload {4}{G}{G} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fetid Gargantua 4B 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] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. [sideboard] 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Furnace Hellkite <div> 5 R R </div> </div> <div> Artifact Creature -- Dragon </div> <div> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</p> <p>Flying</p> <p>{R}: This creature gets +1/+0 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Gravedig <div> 1 B </div> </div> <div> Sorcery </div> <div> <p>Choose one --</p> <p>* Target player creates a 2/2 black Zombie creature token.</p> <p>* Return target creature card from your graveyard to your hand.</p> <p>Entwine {2} (Choose both if you pay the entwine cost.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Horrific Assault <div> G </div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Horrific Assault <div> G </div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Indebted Spirit <div> W </div> </div> <div> Enchantment Creature -- Spirit </div> <div> <p>Bestow {2}{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>Afterlife 1 (When this permanent is put into a graveyard from the battlefield, create a 1/1 white and black Spirit creature token with flying.)</p> <p>Enchanted creature gets +1/+1 and has afterlife 1.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Infernal Captor <div> 3 R </div> </div> <div> Creature -- Devil Rogue </div> <div> <p>Exploit (When this creature enters, you may sacrifice a creature.)</p> <p>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 PLAY</div> <div>botbox.dev</div> </div>	<div> Kami of Jealous Thirst <div> 2 B </div> </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 PLAY</div> <div>botbox.dev</div> </div>

<div> <div> Kappa Cannoneer <div> <div>5</div> <div>U</div> </div> </div> <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>4/4</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Lethal Throwdown <div> <div>B</div> </div> </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.)</p> <p>Destroy target creature or planeswalker. If the modified creature was sacrificed, draw a card.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Malevolent Rumble <div> <div>1</div> <div>G</div> </div> </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> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Meteoric Mace <div> <div>4</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +4/+0 and has trample.</p> <p>Equip {4}</p> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Mogg Mob <div> <div>R</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Goblin</div> <div> <p>Sacrifice this creature: It deals 3 damage divided as you choose among one, two, or three targets.</p> <p>[sideboard]</p> <div> <div>3/3</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Monumental Henge </div> <div> <div>Land</div> <div> <p>This land enters tapped unless you control a Plains.</p> <p>{T}: Add {W}.</p> <p>{2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. (Artifacts, legends, and Sagas are historic.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Mountain </div> <div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Mountain </div> <div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<p>Nadu, Winged Wisdom ①⑥⑦</p> <p>Legendary Creature -- Bird Wizard</p> <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> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Nesting Grounds</p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{1}, {T}: Move a counter from target permanent you control onto a second target permanent. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Priest of Titania ①⑥</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G} for each Elf on the battlefield.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Propagator Drone ①⑥</p> <p>Creature -- Eldrazi Drone</p> <p>Devoid (This card has no color.) Creature tokens you control have evolve. (They have "Whenever a creature you control enters, if it has greater power or toughness than this token, put a +1/+1 counter on this token." They see this creature enter.)</p> <p>{3}{G}: Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Propagator Drone ①⑥</p> <p>Creature -- Eldrazi Drone</p> <p>Devoid (This card has no color.) Creature tokens you control have evolve. (They have "Whenever a creature you control enters, if it has greater power or toughness than this token, put a +1/+1 counter on this token." They see this creature enter.)</p> <p>{3}{G}: Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Recruiter of the Guard ②⑦</p> <p>Creature -- Human Soldier</p> <p>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.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Reiterating Bolt ①⑧</p> <p>Sorcery</p> <p>Replicate--Pay {E}{E}{E}. (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</p> <p>Reiterating Bolt deals 3 damage to target creature or planeswalker.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Riddle Gate Gargoyle ⑦⑧</p> <p>Artifact Creature -- Gargoyle</p> <p>Flying</p> <p>When this creature enters, you get {E}{E}{E} (three energy counters). Whenever you attack, you may pay {E}{E}. When you do, target creature you control gains lifelink until end of turn.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div><div>Riddle Gate Gargoyle</div><div><div>W</div><div>U</div></div></div><div>Artifact Creature -- Gargoyle</div><div><div>Flying</div><div>When this creature enters, you get {E}{E}{E} (three energy counters). Whenever you attack, you may pay {E}{E}. When you do, target creature you control gains lifelink until end of turn.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Rosecot Knight</div><div><div>4</div><div>W</div></div></div><div>Creature -- Human Knight</div><div><div>Vigilance</div><div>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.</div><div>[sideboard]</div><div><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Sage of the Unknowable</div><div><div>1</div><div>U</div></div></div><div>Creature -- Human Wizard</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Sarpadian Simulacrum</div><div><div>R</div></div></div><div>Artifact Creature -- Goblin</div><div><div>Haste</div><div>{3}{R}, Sacrifice this creature: It deals 4 damage to target creature.</div><div>[sideboard]</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Scurry of Gremlins</div><div><div>2</div><div>R</div><div>W</div></div></div><div>Enchantment</div><div><div>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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>Seething Landscape</div></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.</div><div>Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>Sheltering Landscape</div></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle.</div><div>Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>Sink into Stupor</div><div><div>1</div><div>U</div><div>U</div></div></div><div>Instant</div><div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>[sideboard]</div><div><div>----- BACK FACE -----</div><div><div>Soporific Springs</div></div><div>Land</div><div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.</div><div>{T}: Add {U}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div></div>

<div> Smelted Chargebug <div> <div>1</div> <div>R</div> </div> </div> <div> Artifact Creature -- Insect </div> <div> 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. </div> <div> <div>[sideboard]</div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>	<div> Smelted Chargebug <div> <div>1</div> <div>R</div> </div> </div> <div> Artifact Creature -- Insect </div> <div> 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. </div> <div> <div>[sideboard]</div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>	<div> Sneaky Snacker <div> <div>U</div> <div>B</div> </div> </div> <div> Creature -- Faerie Rogue </div> <div> Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped. </div> <div> <div>[sideboard]</div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>	<div> Solar Transformer <div> <div>2</div> </div> </div> <div> Artifact </div> <div> 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. </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>
<div> Solstice Zealot <div> <div>2</div> <div>W</div> </div> </div> <div> Creature -- Rhino Cleric </div> <div> When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Tap target creature. </div> <div> <div>[sideboard]</div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>	<div> Static Prison <div> <div>W</div> </div> </div> <div> Enchantment </div> <div> When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}. </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>	<div> Suppression Ray <div> <div>3</div> <div>W/U</div> <div>W/U</div> </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> <div>[sideboard]</div> <div>----- - - - BACK FACE - - -</div> <div> Orderly Plaza <div> <div>Land</div> </div> This land enters tapped. {T}: Add {W} or {U}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>	<div> Swamp </div> <div> Basic Land -- Swamp </div> <div> ({T}: Add {B}.) </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>

Card

[sidebar]

OTHER FACE

Card

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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.)

[sidebar]

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Creature -- Cat Dragon

Flying
When this creature enters, you get {E}{E}{E} (three energy counters). Whenever this creature attacks, you may pay {E}{E}{E}. If you do, put a +1/+1 counter on it.

[sidebar]

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Land

{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.)

[sidebar]

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Instant

Draw a card. You get {E}{E} (two energy counters).

[sidebar]

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Artifact

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.

[sidebar]

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Land -- Urza's Cave

{T}: Add {C}.
{3}, {T}, Sacrifice this land:
Search your library for a land card,
put it onto the battlefield tapped,
then shuffle.

[sidebar]

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Enchantment -- Aura

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Flash
Enchant creature
Enchanted creature loses all
abilities and has base power and
toughness 1/1.
{2}{C}: Exile enchanted creature.
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[sidebar]

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<div> <div>Vexing Bauble</div> <div>①</div> </div> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wing It</div> <div>①W</div> </div> <div>Instant</div> <div> Target creature gets +2/+2 until end of turn. Put a flying counter on it. Scry 1. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Winter Moon</div> <div>②</div> </div> <div>Artifact</div> <div> Players can't untap more than one nonbasic land during their untap steps. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Writhing Chrysalis</div> <div>②R⑥</div> </div> <div>Creature -- Eldrazi Drone</div> <div> Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature. </div> <div>[sideboard]</div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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