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| <div> <b>Aether Spike</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>5/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                        | <div> <b>Angel of the Ruins</b> <div> <div>5</div> <div>W</div> <div>W</div> </div> </div> <div>Artifact Creature -- Angel</div> <div> <p>Flying</p> <p>When this creature enters, exile up to two target artifacts and/or enchantments.</p> <p>Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)</p> <p>[sideboard]</p> </div> <div> <div>5/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                      | <div> <b>Barbarian Ring</b> </div> <div>Land</div> <div> <p>{T}: Add {R}. This land deals 1 damage to you.</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                              | <div> <b>Barbarian Ring</b> </div> <div>Land</div> <div> <p>{T}: Add {R}. This land deals 1 damage to you.</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Basking Broodscale</b> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Lizard</div> <div> <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> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Basking Broodscale</b> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Lizard</div> <div> <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> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Boggart Trawler</b> <div> <div>2</div> <div>B</div> </div> </div> <div>Creature -- Goblin</div> <div> <p>When this creature enters, exile target player's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div> <div>BACK FACE</div> </div> <div> <b>Boggart Bog</b> </div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {B}.</p> </div> <div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Brainsurge</b> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Draw four cards, then put two cards from your hand on top of your library in any order.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                        |

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| <div> <div>Brainsurge</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Draw four cards, then put two cards from your hand on top of your library in any order.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                  | <div> <div>Breathe Your Last</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Destroy target creature or planeswalker. You gain 1 life for each of its colors.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                      | <div> <div>Buried Alive</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Search your library for up to three creature cards, put them into your graveyard, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                  | <div> <div>Contaminated Landscape</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {W}{U}{B} ({W}{U}{B}, 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> <div>Corrupted Shapeshifter</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Creature -- Eldrazi Shapeshifter</div> <div> <p>Devoid (This card has no color.)</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Crabomination</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Crab Demon</div> <div> <p>Emerge from artifact {5}{B}{B} (You may cast this spell by sacrificing an artifact and paying the emerge cost reduced by that artifact's mana value.)</p> <p>When this creature enters, target opponent exiles the top card of their library, a card at random from their graveyard, and a card at random from their hand. You may cast a spell from among cards exiled this way without paying its mana cost.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Cyclops Superconductor</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div>Creature -- Cyclops Wizard</div> <div> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>When this creature enters, you get {E}{E}{E} (three energy counters).</p> <p>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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Deceptive Landscape</div> </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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>    |

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| <div> <div>Deceptive Landscape</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle.<br/> Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.) </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                            | <div> <div>Deserted Temple</div> <div>Land</div> <div> {T}: Add {C}.<br/> {1}, {T}: Untap target land. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                            | <div> <div>Drownyard Lurker7</div> <div>Creature -- Eldrazi Trilobite</div> <div> Vigilance<br/> When you cast or cycle Drownyard Lurker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br/> Cycling {2}{U} ({2}{U}, Discard this card: Draw a card.) </div> <div>[sideboard]</div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Electrozoa2U</div> <div>Creature -- Jellyfish</div> <div> Flash<br/> Flying<br/> When this creature enters, you get {E}{E} (two energy counters).<br/> At the beginning of your first main phase, tap this creature unless you pay {E}. </div> <div>[sideboard]</div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                      |
| <div> <div>Emperor of Bones1B</div> <div>Creature -- Skeleton Noble</div> <div> At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/> {1}{B}: Adapt 2.<br/> Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step. </div> <div>[sideboard]</div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Emrakul's Messenger1U</div> <div>Creature -- Eldrazi Faerie Rogue</div> <div> Devoid (This card has no color.)<br/> Flying<br/> Whenever you draw your second card each turn, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." </div> <div>[sideboard]</div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Eviscerator's Insight1B</div> <div>Instant</div> <div> As an additional cost to cast this spell, sacrifice an artifact or creature.<br/> Draw two cards.<br/> Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>           | <div> <div>Eviscerator's Insight1B</div> <div>Instant</div> <div> As an additional cost to cast this spell, sacrifice an artifact or creature.<br/> Draw two cards.<br/> Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <div>Evolution Witness</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Shaman Mutant</div> <div> <div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</div> <div>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div> <div>[sideboard]</div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Fanged Flames</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Devoid (This card has no color.)</div> <div>Fanged Flames deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>       | <div> <div>Flare of Fortitude</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>You may sacrifice a nontoken white creature rather than pay this spell's mana cost.</div> <div>Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div>{T}: Add {G}.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                  |
| <div> <div>Furnace Hellkite</div> <div> <div>5</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</div> <div>Flying</div> <div>{R}: This creature gets +1/+0 until end of turn.</div> <div>[sideboard]</div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                      | <div> <div>Ghostfire Slice</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Devoid (This card has no color.)</div> <div>This spell costs {2} less to cast if an opponent controls a multicolored permanent.</div> <div>Ghostfire Slice deals 4 damage to any target.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Gift of the Viper</div> <div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <div>Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                            | <div> <div>Glasswing Grace</div> <div> <div>3</div> <div>W/B</div> <div>W/B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +2/+2 and has flying and lifelink.</div> <div>[sideboard]</div> </div> <div> <div>----- BACK FACE -----</div> <div> <div>Age-Graced Chapel</div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {W} or {B}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> |

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| <b>Glimpse the Impossible</b> (2)(R)<br>Sorcery<br><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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Gravedig</b> (1)(B)<br>Sorcery<br><p>Choose one --<br/> * Target player creates a 2/2 black Zombie creature token.<br/> * Return target creature card from your graveyard to your hand.<br/> Entwine {2} (Choose both if you pay the entwine cost.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                     | <b>Gravedig</b> (1)(B)<br>Sorcery<br><p>Choose one --<br/> * Target player creates a 2/2 black Zombie creature token.<br/> * Return target creature card from your graveyard to your hand.<br/> Entwine {2} (Choose both if you pay the entwine cost.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                            | <b>Hexgold Slith</b> (1)(W)<br>Creature -- Slith<br><p>When this creature enters, you get {E}{E} (two energy counters). Whenever this creature attacks, you may pay {E}{E}. If you do, it gains first strike until end of turn. Whenever this creature deals combat damage to a player, put a +1/+1 counter on it.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <b>Hope-Ender Coatl</b> (2)(U)<br>Creature -- Eldrazi Snake<br><p>Devoid (This card has no color.)<br/> Flash<br/> When you cast this spell, counter target spell an opponent controls unless they pay {1}.<br/> Flying</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                         | <b>Hydroelectric Specimen</b> (2)(U)<br>Creature -- Weird<br><p>Flash<br/> When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</p> <p>[sideboard]</p> <p>1/4</p> <p>----- BACK FACE -----</p> <b>Hydroelectric Laboratory</b><br>Land<br><p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Indebted Spirit</b> (W)<br>Enchantment Creature -- Spirit<br><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.)<br/> 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.)<br/> Enchanted creature gets +1/+1 and has afterlife 1.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Infernal Captor</b> (3)(R)<br>Creature -- Devil Rogue<br><p>Exploit (When this creature enters, you may sacrifice a creature.)<br/> 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> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>              |

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| <div> <b>Inspired Inventor</b> <div> <div>2</div> <div>W</div> </div> </div> <div> <div> Creature -- Human Artificer </div> <div> When this creature enters, choose one -- <ul style="list-style-type: none"> <li>* You get {E}{E}{E} (three energy counters).</li> <li>* Put a +1/+1 counter on target creature.</li> <li>* Create a 1/1 colorless Servo artifact creature token.</li> </ul> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Island</b> </div> <div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <b>Jolted Awake</b> <div> <div>W</div> </div> </div> <div> <div> Sorcery </div> <div> Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Jolted Awake</b> <div> <div>W</div> </div> </div> <div> <div> Sorcery </div> <div> Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Kami of Jealous Thirst</b> <div> <div>2</div> <div>B</div> </div> </div> <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>[sideboard]</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                      | <div> <b>Kozilek, the Broken Reality</b> <div> <div>9</div> </div> </div> <div> <div> Legendary Creature -- Eldrazi </div> <div> When you cast this spell, up to two target players each manifest two cards from their hands. For each card manifested this way, you draw a card. (To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) Other colorless creatures you control get +3/+2. <div>[sideboard]</div> </div> <div> <div>9/9</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Malevolent Rumble</b> <div> <div>1</div> <div>G</div> </div> </div> <div> <div> Sorcery </div> <div> 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}." <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                         | <div> <b>Malevolent Rumble</b> <div> <div>1</div> <div>G</div> </div> </div> <div> <div> Sorcery </div> <div> 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}." <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                         |

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| <div> <b>Mandibular Kite</b> <span>(W)</span> </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 and has flying.</p> <p>Equip {3}{W}</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                          | <div> <b>Mindless Conscription</b> <span>(2)(B)</span> </div> <div>Enchantment</div> <div> <p>When this enchantment enters and whenever you draw your third card each turn, amass Zombies 3. (Put three +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Nightshade Dryad</b> <span>(1)(G)</span> </div> <div>Creature -- Dryad</div> <div> <p>Deathtouch</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Persist</b> <span>(1)(B)</span> </div> <div>Sorcery</div> <div> <p>Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> |
| <div> <b>Petrifying Meddler</b> <span>(4)(U)</span> </div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.)</p> <p>When you cast this spell, tap up to one target creature and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)</p> <p>Reach</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Pinnacle Monk</b> <span>(3)(R)(R)</span> </div> <div>Creature -- Djinn Monk</div> <div> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                             | <div> <b>Plains</b> </div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                     | <div> <b>Priest of Titania</b> <span>(1)(G)</span> </div> <div>Creature -- Elf Druid</div> <div> <p>{T}: Add {G} for each Elf on the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                       |

Playtest cards - BigD\_1992 - 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 7/11 - 8 cards - 2.5 x 3.5 in each



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| <p><b>Smelted Chargebug</b> (1)(R)</p> <p>Artifact Creature -- Insect</p> <p>Menace<br/>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.</p> <p>[sideboard]</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                              | <p><b>Snapping Voidcraw</b> (1)(G)(U)</p> <p>Creature -- Eldrazi Turtle</p> <p>Devoid (This card has no color.)<br/>{T}: Add {C}{C}.<br/>{3}{C}, {T}: Draw a card.</p> <p>[sideboard]</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                         | <p><b>Solstice Zealot</b> (2)(W)</p> <p>Creature -- Rhino Cleric</p> <p>When this creature enters, you get {E}{E} (two energy counters).<br/>{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><b>Solstice Zealot</b> (2)(W)</p> <p>Creature -- Rhino Cleric</p> <p>When this creature enters, you get {E}{E} (two energy counters).<br/>{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><b>Springheart Nantuko</b> (1)(G)</p> <p>Enchantment Creature -- Insect Monk</p> <p>Bestow {1}{G}<br/>Enchanted creature gets +1/+1.<br/>Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Stump Stomp</b> (1)(R/G)</p> <p>Sorcery</p> <p>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</p> <p>[sideboard]</p> <p>----- BACK FACE -----</p> <p><b>Burnwillow Clearing</b></p> <p>Land</p> <p>This land enters tapped.<br/>{T}: Add {R} or {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>The Creation of Avacyn</b> (1)(B)(B)</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Search your library for a card, exile it face down, then shuffle.<br/>II -- Turn the exiled card face up. If it's a creature card, you lose life equal to its mana value.<br/>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.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Titans' Vanguard</b> (3)(R)(G)</p> <p>Creature -- Eldrazi</p> <p>Devoid (This card has no color.)<br/>When you cast this spell and whenever this creature attacks, put a +1/+1 counter on each colorless creature you control.<br/>Trample</p> <p>[sideboard]</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> Tranquil Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Twisted Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Ulaek, Fused Atrocity </div> <div> Legendary Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.)</p> <p>Whenever you cast an Eldrazi spell, you may pay {C}{C}. If you do, copy all spells you control, then copy all other activated and triggered abilities you control. You may choose new targets for the copies. (Mana abilities can't be copied.)</p> <p>[sideboard]</p> </div> <div> 2/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Utter Insignificance </div> <div> Enchantment -- Aura </div> <div> <p>Flash</p> <p>Enchant creature</p> <p>Enchanted creature loses all abilities and has base power and toughness 1/1.</p> <p>{2}{C}: Exile enchanted creature.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                 |
| <div> Utter Insignificance </div> <div> Enchantment -- Aura </div> <div> <p>Flash</p> <p>Enchant creature</p> <p>Enchanted creature loses all abilities and has base power and toughness 1/1.</p> <p>{2}{C}: Exile enchanted creature.</p> <p>[sideboard]</p> </div> <div> 1U </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                            | <div> Vexing Bauble </div> <div> Artifact </div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> 1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                             | <div> Voidpouncer </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.)</p> <p>If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste.</p> <p>[sideboard]</p> </div> <div> 3/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                          | <div> Voidpouncer </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {2}{C} (You may pay an additional {2}{C} as you cast this spell.)</p> <p>If this creature was kicked, it enters with two +1/+1 counters and a trample counter on it and with haste.</p> <p>[sideboard]</p> </div> <div> 1R </div> <div> 3/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <div>Warped Tusker7</div> <div> <div>Creature -- Eldrazi Boar Beast</div> <div> <div>Reach</div> <div>When you cast or cycle Warped Tusker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>Cycling {2}{6} ({2}{6}, Discard this card: Draw a card.)</div> </div> <div>[sideboard]</div> <div>6/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Winter Moon2</div> <div> <div>Artifact</div> <div> <div>Players can't untap more than one nonbasic land during their untap steps.</div> <div>[sideboard]</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Wither and Bloom1B</div> <div> <div>Instant</div> <div> <div>Target creature gets -3/-3 until end of turn.</div> <div>{1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control.</div> <div>Activate only as a sorcery.</div> </div> <div>[sideboard]</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Writhing Chrysalis2RG</div> <div> <div>Creature -- Eldrazi Drone</div> <div> <div>Devoid (This card has no color.)</div> <div>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> <div>Reach</div> <div>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div> </div> <div>[sideboard]</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
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