

5 G/U G/U

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}."

7/6

BACK FACE

Land

This land enters tapped.
{T}: Add {G} or {U}.

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5 C

Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)
Sacrifice two Eldrazi: Return this card from your graveyard to your hand.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sidebar]

6/6

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② ⑥

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}."

[sidebar]

3/3

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②③

Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature with "Sacrifice this creature: Add {C}."
Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

[sideboard]

2/2

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②③

Devoid (This card has no color.)
Flash
When you cast this spell, counter
target spell an opponent controls
unless they pay {1}.
Flying

[sidebar]

2/2

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②

{1}{C}, {T}: Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." Whenever another Eldrazi you control dies, put a +1/+1 counter on this artifact.

As long as this artifact has eight or more +1/+1 counters on it, it's a 0/0 creature in addition to its other types and it has annihilator 2.

[sidebar]

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UUR

Choose target spell, then flip a coin. If you win the flip, gain control of that spell and you may choose new targets for it. If you lose the flip, counter that spell.

[sidebar]

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U R

If you would get one or more {E} (energy counters), you get that many plus one {E} instead.

{T}: Draw a card. Activate only if you've paid or lost four or more {E} this turn.

[sideboard]

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<div> <div>Junk Diver</div> <div>3</div> </div> <div>Artifact Creature -- Bird</div> <div> <p>Flying</p> <p>When this creature dies, return another target artifact card from your graveyard to your hand.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Malevolent Rumble</div> <div>1G</div> </div> <div>Sorcery</div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Meteoric Mace</div> <div>4RR</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>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Nyxborn Hydra</div> <div>XXG</div> </div> <div>Enchantment Creature -- Hydra</div> <div> <p>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.)</p> <p>Reach, trample</p> <p>This permanent enters with X +1/+1 counters on it.</p> <p>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</p> <p>[sideboard]</p> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Perilous Landscape</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Petrifying Meddler</div> <div>4U</div> </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 PLAYbotbox.dev</div> </div>	<div> <div>Plains</div> </div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Priest of Titania</div> <div>1G</div> </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 PLAYbotbox.dev</div> </div>

<div> <div>Sink into Stupor</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>[sideboard]</div> <div>----- - - - BACK FACE - - -</div> <div>Soporific Springs</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 {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Six</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Legendary Creature -- Treefolk</div> <div>Reach</div> <div>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.</div> <div>During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> <div>[sideboard]</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Snapping Voidcraw</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Eldrazi Turtle</div> <div>Devoid (This card has no color.)</div> <div>{T}: Add {C}{C}.</div> <div>{3}{C}, {T}: Draw a card.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Snapping Voidcraw</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Eldrazi Turtle</div> <div>Devoid (This card has no color.)</div> <div>{T}: Add {C}{C}.</div> <div>{3}{C}, {T}: Draw a card.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Urza's Cave</div> <div>Land -- Urza's Cave</div> <div>{T}: Add {C}.</div> <div>{3}, {T}, Sacrifice this land: Search your library for a land 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>Utter Insignificance</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div>Flash</div> <div>Enchant creature</div> <div>Enchanted creature loses all abilities and has base power and toughness 1/1.</div> <div>{2}{C}: Exile enchanted creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Vexing Bauble</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</div> <div>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Voltstorm Angel</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div>Flying</div> <div>When this creature enters, you get {E}{E}{E} (three energy counters). At the beginning of combat on your turn, you may pay {E}{E}. When you do, choose one --</div> <div>* This creature gains vigilance and lifelink until end of turn.</div> <div>* Other creatures you control get +1/+1 until end of turn.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - MAFS - 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 5/6 - 8 cards - 2.5 x 3.5 in each

Warped Tusker

7

Creature -- Eldrazi Boar Beast

Reach

When you cast or cycle Warped Tusker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."
Cycling {2}{6} ({2}{6}, Discard this card: Draw a card.)

[sideboard]

6/8

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Wing It

1 W

Instant

Target creature gets +2/+2 until end of turn. Put a flying counter on it.
Scry 1.

[sideboard]

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