

<div> <div> Accursed Marauder <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Warrior</div> <div> <p>When this creature enters, each player sacrifices a nontoken creature of their choice.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Accursed Marauder <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Warrior</div> <div> <p>When this creature enters, each player sacrifices a nontoken creature of their choice.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Amped Raptor <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <p>First strike</p> <p>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Amped Raptor <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <p>First strike</p> <p>When this creature enters, you get {E}{E} (two energy counters). Then if you cast it from your hand, exile cards from the top of your library until you exile a nonland card. You may cast that card by paying an amount of {E} equal to its mana value rather than paying its mana cost.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Bespoke Battlewagon <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Artifact -- Vehicle</div> <div> <p>{T}: You get {E}{E} (two energy counters).</p> <p>{T}, Pay {E}{E}: Tap target creature.</p> <p>{T}, Pay {E}{E}{E}: Draw a card.</p> <p>Pay {E}{E}{E}{E}: This Vehicle becomes an artifact creature until end of turn.</p> <p>Crew 4</p> <p>[sideboard]</p> </div> <div> <div>5/6</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Bloodstained Mire </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Cephalid Coliseum </div> <div> <div>Land</div> <div> <p>{T}: Add {U}. This land deals 1 damage to you.</p> <p>Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards.</p> <p>Activate only if there are seven or more cards in your graveyard.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Chthonian Nightmare <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, you get {E}{E}{E} (three energy counters).</p> <p>Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield.</p> <p>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> 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> Crabomination (4)(B)(B) </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.) 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Cranial Ram (B)(R) </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.) Equipped creature gets +X/+1, where X is the number of artifacts you control.</p> <p>Equip {2}</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Deem Inferior (3)(U) </div> <div> Sorcery </div> <div> <p>This spell costs {1} less to cast for each card you've drawn this turn. The owner of target nonland permanent puts it into their library second from the top or on the bottom.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Dreadmobile (2)(B) </div> <div> Artifact -- Vehicle </div> <div> <p>Menace {1}, Sacrifice another artifact or creature: Put a +1/+1 counter on this Vehicle. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</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> <div> Drowned Jungle </div> <div> Land </div> <div> <p>This land enters tapped. {T}: Add {G} or {U}.</p> </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>	<div> Eldrazi Repurposer (2)(G) </div> <div> Creature -- Eldrazi Drone </div> <div> <p>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}."</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div>Eldrazi Repurposer (2)(G)</div> <div>Creature -- Eldrazi Drone</div> <div>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}."</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Essence Reliquary (2)(W)</div> <div>Artifact</div> <div>{T}: Return another target permanent you control and all Auras you control attached to it to their owner's hand. Activate only during your turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Eviscerator's Insight (1)(B)</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Eviscerator's Insight (1)(B)</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Eviscerator's Insight (1)(B)</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Evolution Witness (2)(G)</div> <div>Creature -- Elf Shaman Mutant</div> <div>{1}{G}: 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, return target permanent card from your graveyard to your hand.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Expanding Ooze (1)(B)(G)</div> <div>Creature -- Ooze</div> <div>{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.) Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Fanged Flames (1)(R)</div> <div>Sorcery</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

4 B

{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.

4/4

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)

[sidebar]

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① ⑥

Destroy target creature with flying.
Reinforce 2--{2}{G} ({2}{G}, Discard
this card: Put two +1/+1 counters on
target creature.)

[sidebar]

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⑦

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]

4/4

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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.

[sidebar]

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G

Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.

[sidebar]

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①⑧

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]

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<div> <div>Hydroelectric Specimen</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Weird</div> <div>Flash</div> <div>When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</div> <div>[sideboard]</div> <div>1/4</div> <div>----- BACK FACE -----</div> <div>Hydroelectric Laboratory</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Indebted Spirit</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Spirit</div> <div>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.)</div> <div>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.)</div> <div>Enchanted creature gets +1/+1 and has afterlife 1.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Infernal Captor</div> <div> <div>3</div> <div>R</div> </div> </div> <div> <div>Creature -- Devil Rogue</div> <div>Exploit (When this creature enters, you may sacrifice a creature.)</div> <div>When this creature exploits a creature, gain control of target artifact or creature until end of turn. Untap that permanent. It gains haste until end of turn.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Inspired Inventor</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Artificer</div> <div>When this creature enters, choose one --</div> <div>* You get {E}{E}{E} (three energy counters).</div> <div>* Put a +1/+1 counter on target creature.</div> <div>* Create a 1/1 colorless Servo artifact creature token.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>It That Heralds the End</div> <div> <div>1</div> <div>C</div> </div> </div> <div> <div>Creature -- Eldrazi Drone</div> <div>Colorless spells you cast with mana value 7 or greater cost {1} less to cast.</div> <div>Other colorless creatures you control get +1/+1.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Malevolent Rumble</div> <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> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Mandibular Kite</div> <div> <div>W</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 +1/+1 and has flying.</div> <div>Equip {3}{W}</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Mandibular Kite (W) Artifact -- Equipment Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +1/+1 and has flying. Equip {3}{W} [sideboard]	Meteoric Mace (4)(R)(R) Artifact -- Equipment Equipped creature gets +4/+0 and has trample. Equip {4} 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.) [sideboard]	Nadu, Winged Wisdom (1)(G)(U) Legendary Creature -- Bird Wizard Flying 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." [sideboard]	Nesting Grounds Land {T}: Add {C}. {1}, {T}: Move a counter from target permanent you control onto a second target permanent. Activate only as a sorcery. [sideboard]
Orim's Chant (W) Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. [sideboard]	Petrifying Meddler (4)(U) Creature -- Eldrazi Devoid (This card has no color.) 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.) Reach [sideboard]	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard]	Propagator Drone (1)(G) Creature -- Eldrazi Drone 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.) {3}{G}: Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." [sideboard]

Proud Pack-Rhino (2)(W) Creature -- Rhino When this creature enters, choose one -- * Put a shield counter on target permanent. (If it would be dealt damage or destroyed, remove a shield counter from it instead.) * Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) [sideboard] <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reef Worm (3)(U) Creature -- Worm When this creature dies, create a 3/3 blue Fish creature token with "When this token dies, create a 6/6 blue Whale creature token with 'When this token dies, create a 9/9 blue Kraken creature token.' [sideboard] <div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refurbished Familiar (3)(B) Artifact Creature -- Zombie Rat 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. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rosecot Knight (4)(W) Creature -- Human Knight 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sage of the Unknowable (1)(U) Creature -- Human Wizard {T}: Add {C}. Spend this mana only to cast a colorless spell or to activate an ability. [sideboard] <div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sarpadian Simulacrum (R) Artifact Creature -- Goblin Haste {3}{R}, Sacrifice this creature: It deals 4 damage to target creature. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seething Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.) [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Signature Slam (2)(G) Instant Put a +1/+1 counter on target creature you control, then each modified creature you control deals damage equal to its power to target creature you don't control. (Equipment, Auras you control, and counters are modifications.) [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Skittering Precursor 2R </div> <div> Creature -- Eldrazi Drone </div> <div> Devoid (This card has no color.) Menace Whenever you sacrifice a nontoken permanent, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Smelted Chargebug 1R </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. [sideboard] </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sneaky Snacker UB </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. [sideboard] </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Snow-Covered Wastes </div> <div> Basic Snow Land </div> <div> {T}: Add {C}. [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Spawn-Gang Commander 3RR </div> <div> Creature -- Eldrazi Goblin </div> <div> Devoid (This card has no color.) When you cast this spell, create three 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." {1}{C}, Sacrifice an Eldrazi: This creature deals 2 damage to any target. [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Static Prison W </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}. [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Static Prison W </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}. [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Suppression Ray 3W/UW/U </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.) [sideboard] </div> <div> <div>----- BACK FACE -----</div> <div> Orderly Plaza </div> <div> Land </div> <div> This land enters tapped. {T}: Add {W} or {U}. </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Temperamental Oozewagg 36</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.) 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 PLAY botbox.dev</div>	<div>Temperamental Oozewagg 36</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.) 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 PLAY botbox.dev</div>	<div>Territory Culler 46</div> <div>Creature -- Eldrazi</div> <div>Devoid (This card has no color.) Reach Landfall -- Whenever a land you control enters, look at the top card of your library. If it's a creature card, you may reveal it and put it into your hand. If you don't put the card into your hand, you may put it into your graveyard.</div> <div>[sideboard]</div> <div>7/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>The Necrobloom 1WB6</div> <div>Legendary Creature -- Plant</div> <div>Landfall -- Whenever a land you control enters, create a 0/1 green Plant creature token. If you control seven or more lands with different names, create a 2/2 black Zombie creature token instead. Land cards in your graveyard have dredge 2. (You may return a land card from your graveyard to your hand and mill two cards instead of drawing a card.)</div> <div>[sideboard]</div> <div>2/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Thraben Charm 1W</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 PLAY botbox.dev</div>	<div>Tranquil Landscape</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 PLAY botbox.dev</div>	<div>Tranquil Landscape</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 PLAY botbox.dev</div>

Playtest cards - SpiRitc - 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 9/11 - 8 cards - 2.5 x 3.5 in each

<div> <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> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Trickster's Elk</div> <div>Enchantment Creature -- Elk</div> <div> <p>Bestow {1}{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>Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3.</p> </div> <div>[sideboard]</div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<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> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<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> </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>Warped Tusker</div> <div>Creature -- Eldrazi Boar Beast</div> <div> <p>Reach</p> <p>When you cast or cycle Warped Tusker, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> <p>Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)</p> </div> <div>[sideboard]</div> <div> <div>6/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Wing It</div> <div>Instant</div> <div> <p>Target creature gets +2/+2 until end of turn. Put a flying counter on it.</p> <p>Scry 1.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Wooded Foothills</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - SpiRitc - Limited (Limited Super Qualifier)

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sheet 10/11 - 8 cards - 2.5 x 3.5 in each

<div>Worn Powerstone (3)</div> <div>Artifact</div> <div>This artifact enters tapped. {T}: Add {C}{C}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Writhing Chrysalis (2)(R)(G)</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>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Writhing Chrysalis (2)(R)(G)</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>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Wumpus Aberration (3)(G)</div> <div>Creature -- Eldrazi Beast</div> <div>Devoid (This card has no color.) When you cast this spell, if {C} wasn't spent to cast it, target opponent may put a creature card from their hand onto the battlefield. Trample</div> <div>[sideboard]</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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