

<div> <div> Accursed Marauder <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Warrior</div> <div> When this creature enters, each player sacrifices a nontoken creature of their choice. </div> <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> <div> Aerie Auxiliary <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Bird Soldier</div> <div> Flying When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.) </div> <div> <div>[sideboard]</div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Annoyed Altisaur <div> <div>5</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> Reach, trample 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.) </div> <div> <div>[sideboard]</div> <div>6/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Arcbound Condor <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Artifact Creature -- Bird</div> <div> Flying Modular 3 (This creature enters with three +1/+1 counters on it. When it dies, you may put its +1/+1 counters on target artifact creature.) Whenever another artifact you control enters, target creature an opponent controls gets -1/-1 until end of turn. </div> <div> <div>[sideboard]</div> <div>0/0</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
<div> <div> Barbarian Ring </div> <div> <div>Land</div> <div> {T}: Add {R}. This land deals 1 damage to you. Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard. </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Basking Broodscale <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Eldrazi Lizard</div> <div> 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}." </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Collective Resistance <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> Escalate {G} (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Destroy target artifact. * Destroy target enchantment. * Target creature gains hexproof and indestructible until end of turn. </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Conduit Goblin <div> <div>R</div> <div>W</div> </div> </div> <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> <div>[sideboard]</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </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> <div>0/0</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Copycrook 2UU </div> <div> Creature -- Shapeshifter Rogue </div> <div> You may have this creature enter as a copy of any creature on the battlefield, except it has "Whenever this creature attacks, it connives." (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) </div> <div> [sideboard] </div> <div> <div>0/0</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Corrupted Shapeshifter 3U </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Crabomination 4BB </div> <div> Creature -- Crab Demon </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Cranial Ram BR </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 +X/+1, where X is the number of artifacts you control. Equip {2} </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Cranial Ram BR </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 +X/+1, where X is the number of artifacts you control. Equip {2} </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Cyclops Superconductor 1UR </div> <div> Creature -- Cyclops Wizard </div> <div> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, you get {E}{E}{E} (three energy counters). When this creature dies, you may pay {E}{E}{E}. When you do, this creature deals damage equal to its power to any target. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Devourer of Destiny 5CCC </div> <div> Creature -- Eldrazi </div> <div> 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. When you cast this spell, exile target permanent that's one or more colors. </div> <div> [sideboard] </div> <div> <div>6/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> Disa the Restless 2BRG </div> <div> Legendary Creature -- Human Scout </div> <div> <p>Whenever a Lhurgoyf permanent card is put into your graveyard from anywhere other than the battlefield, put it onto the battlefield.</p> <p>Whenever one or more creatures you control deal combat damage to a player, create a Tarmogoyf token.</p> </div> <div> <div>[sideboard]</div> <div>5/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Drowner of Truth 56/16/1 </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.)</p> <p>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> </div> <div> <div>[sideboard]</div> <div>7/6</div> </div> <div> ----- BACK FACE ----- </div> <div> Drowned Jungle </div> <div> Land </div> <div> <p>This land enters tapped.</p> <p>{T}: Add {G} or {U}.</p> </div> <div> <div></div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Eldrazi Linebreaker 1CR </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.)</p> <p>Trample</p> <p>At the beginning of combat on your turn, target creature you control gains haste and gets +X/+0 until end of turn, where X is the number of Eldrazi you control.</p> </div> <div> <div>[sideboard]</div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Electrozoa 2U </div> <div> Creature -- Jellyfish </div> <div> <p>Flash</p> <p>Flying</p> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>At the beginning of your first main phase, tap this creature unless you pay {E}.</p> </div> <div> <div>[sideboard]</div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Electrozoa 2U </div> <div> Creature -- Jellyfish </div> <div> <p>Flash</p> <p>Flying</p> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>At the beginning of your first main phase, tap this creature unless you pay {E}.</p> </div> <div> <div>[sideboard]</div> <div>3/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Evolution Witness 2G </div> <div> Creature -- Elf Shaman Mutant </div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> </div> <div> <div>[sideboard]</div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Evolution Witness 2G </div> <div> Creature -- Elf Shaman Mutant </div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)</p> <p>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> </div> <div> <div>[sideboard]</div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Fanged Flames 1R </div> <div> Sorcery </div> <div> <p>Devoid (This card has no color.)</p> <p>Fanged Flames deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</p> </div> <div> <div>[sideboard]</div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div>Fell the Profane</div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>[sideboard]</div><div>----- BACK FACE -----</div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Foreboding Landscape</div><div>Land</div><div>{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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Foreboding Landscape</div><div>Land</div><div>{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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Foreboding Landscape</div><div>Land</div><div>{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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fowl Strike</div><div>Instant</div><div>Destroy target creature with flying. Reinforce 2--{2}{G} ({2}{G}, Discard this card: Put two +1/+1 counters on target creature.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gift of the Viper</div><div>Instant</div><div>Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

G

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

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.

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3 B

Menace
When this creature enters, search your library for a card with mana value less than or equal to your devotion to black, reveal it, put it into your hand, then shuffle. You lose 3 life. (Each {B} in the mana costs of permanents you control counts toward your devotion to black.)

3/2

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③ ④ W

Vigilance
Whenever a modified creature you control dies, manifest the top card of your library. (Equipment, Auras you control, and counters are modifications. 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.)

4/4

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② ③

Flash
When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.

 $\frac{1}{4}$

- - - BACK FACE - - -

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

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6 B R

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)

When Imskir enters, you draw X cards and you lose X life, where X is half the number of artifacts you control, rounded down.

{3}{R}, Sacrifice an artifact: Imskir deals damage equal to the sacrificed artifact's mana value to any target.

5/5

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6 B R

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)

When Imskir enters, you draw X cards and you lose X life, where X is half the number of artifacts you control, rounded down.

{3}{R}, Sacrifice an artifact: Imskir deals damage equal to the sacrificed artifact's mana value to any target.

5/5

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Flash
When this Equipment enters, you get
{E}{E} (two energy counters).
When this Equipment enters, attach
it to target creature you control.
Equipped creature gets +2/+0.
Equip--Pay {E}{E}.
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<div> Inventor's Axe (R) </div> <div>Artifact -- Equipment</div> <div> Flash When this Equipment enters, you get {E}{E} (two energy counters). When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip--Pay {E}{E}. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Inventor's Axe (R) </div> <div>Artifact -- Equipment</div> <div> Flash When this Equipment enters, you get {E}{E} (two energy counters). When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+0. Equip--Pay {E}{E}. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Jet Medallion (2) </div> <div>Artifact</div> <div> Black spells you cast cost {1} less to cast. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Junk Diver (3) </div> <div>Artifact Creature -- Bird</div> <div> Flying When this creature dies, return another target artifact card from your graveyard to your hand. </div> <div>[sideboard]</div> <div> <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Kozilek's Command (X)(C)(C) </div> <div>Kindred Instant -- Eldrazi</div> <div> Choose two -- * Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." * Target player scries X, then draws a card. * Exile target creature with mana value X or less. * Exile up to X target cards from graveyards. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> K'rrik, Son of Yawgmoth (4)(BP)(BP)(BP) </div> <div>Legendary Creature -- Phyrexian Horror Minion</div> <div> ({B/P} can be paid with either {B} or 2 life.) Lifelink For each {B} in a cost, you may pay 2 life rather than pay that mana. Whenever you cast a black spell, put a +1/+1 counter on K'rrik. </div> <div>[sideboard]</div> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Malevolent Rumble (1)(G) </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 PLAY botbox.dev </div>	<div> Meteoric Mace (4)(R)(R) </div> <div>Artifact -- Equipment</div> <div> 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.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> Monstrous Vortex (3)(G) </div> <div> Enchantment </div> <div> <p>Whenever you cast a creature spell with power 5 or greater, discover X, where X is that spell's mana value. (Exile cards from the top of your library until you exile a nonland card with that mana value or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Null Elemental Blast (C) </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Counter target multicolored spell. * Destroy target multicolored permanent. <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Nyxborn Unicorn (1)(W) </div> <div> Enchantment Creature -- Unicorn </div> <div> <p>Bestow {3}{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>Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)</p> <p>Enchanted creature gets +2/+2 and has mentor.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Nyxborn Unicorn (1)(W) </div> <div> Enchantment Creature -- Unicorn </div> <div> <p>Bestow {3}{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>Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)</p> <p>Enchanted creature gets +2/+2 and has mentor.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Pearl Medallion (2) </div> <div> Artifact </div> <div> <p>White spells you cast cost {1} less to cast.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Petrifying Meddler (4)(U) </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pinnacle Monk (3)(R)(R) </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> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> Mystic Peak </div> <div> Land </div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {R}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Proud Pack-Rhino (2)(W) </div> <div> Creature -- Rhino </div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> * 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.) <p>[sideboard]</p> </div> <div> <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - dingzhen - 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

Psychic Frog (U)(B) Creature -- Frog Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn. [sideboard] <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyretic Rebirth (2)(B)(R) Instant Return target artifact or creature card from your graveyard to your hand. Pyretic Rebirth deals damage equal to that card's mana value to up to one target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyretic Rebirth (2)(B)(R) Instant Return target artifact or creature card from your graveyard to your hand. Pyretic Rebirth deals damage equal to that card's mana value to up to one target creature or planeswalker. [sideboard] 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
Reiterating Bolt (1)(R) Sorcery 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.) Reiterating Bolt deals 3 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Retrofitted Transmogrant (B) Artifact Creature -- Zombie {3}{B}: Return this card from your graveyard to the battlefield tapped with two +1/+1 counters on it. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riddle Gate Gargoyle (W)(U) Artifact Creature -- Gargoyle Flying 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. [sideboard] <div>2/2</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

<div> Scurrilous Sentry 3B </div> <div> Creature -- Human Knight Rogue </div> <div> <p>Menace</p> <p>Whenever this creature enters or attacks, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Serum Visionary 2U </div> <div> Creature -- Vedalken Wizard </div> <div> <p>When this creature enters, draw a card, then scry 2.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Shattered Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Sheltering Landscape </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Skoa, Embermage 4RR </div> <div> Legendary Creature -- Goblin Wizard </div> <div> <p>When Skoa enters, it deals 4 damage to any target.</p> <p>Grandeur -- Discard another card named Skoa, Embermage, Sacrifice two Mountains: Skoa deals 4 damage to any target.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Solstice Zealot 2W </div> <div> Creature -- Rhino Cleric </div> <div> <p>When this creature enters, you get {E}{E} (two energy counters).</p> <p>{T}, Pay {E}: Tap target creature.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Territory Culler 4G </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.)</p> <p>Reach</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>7/5</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> The Creation of Avacyn 1BB </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Search your library for a card, exile it face down, then shuffle.</p> <p>II -- Turn the exiled card face up. If it's a creature card, you lose life equal to its mana value.</p> <p>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> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div> <div>Thriving Skyclaw</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Cat Dragon</div> <div> <div>Flying</div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Titans' Vanguard</div> <div> <div>3</div> <div>R</div> <div>G</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div> <div>Devoid (This card has no color.)</div> <div>When you cast this spell and whenever this creature attacks, put a +1/+1 counter on each colorless creature you control.</div> <div>Trample</div> <div>[sideboard]</div> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Tranquil Landscape</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle.</div> <div>Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Twisted Landscape</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle.</div> <div>Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>
<div> <div>Urza's Cave</div> </div> <div> <div>Land -- Urza's Cave</div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Utter Insignificance</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment -- Aura</div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Utter Insignificance</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment -- Aura</div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Wing It</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Target creature gets +2/+2 until end of turn. Put a flying counter on it.</div> <div>Scry 1.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>

Playtest cards - dingzhen - 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 10/11 - 8 cards - 2.5 x 3.5 in each

<div> <div>Wing It</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wither and Bloom</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <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. Activate only as a sorcery.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wither and Bloom</div> <div> <div>1</div> <div>B</div> </div> </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. Activate only as a sorcery.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Writhing Chrysalis</div> <div> <div>2</div> <div>R</div> <div>G</div> </div> </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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> <div>2/3</div> </div>
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