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| <div>Analyze the Pollen (G)</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Anoint with Affliction (1)(B)</div> <div>Instant</div> <div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Anoint with Affliction (1)(B)</div> <div>Instant</div> <div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Assassin's Trophy (B)(G)</div> <div>Instant</div> <div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                | <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             | <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             | <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         |

**B**

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Forest

$$(\{T\} : \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Choose two --

- \* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
- \* Destroy each creature with power 2 or less.
- \* Return up to two creature cards from your graveyard to your hand.
- \* Each opponent sacrifices a creature with the greatest power among creatures they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Choose two --

- \* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
- \* Destroy each creature with power 2 or less.
- \* Return up to two creature cards from your graveyard to your hand.
- \* Each opponent sacrifices a creature with the greatest power among creatures they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

First strike, deathtouch  
Whenever Glissa Sunslayer deals  
combat damage to a player, choose  
one --

- \* You draw a card and lose 1 life.
- \* Destroy target enchantment.
- \* Remove up to three counters from target permanent.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Harvester of Misery</div><div><div>3</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Spirit</div><div>Menace<br/>When this creature enters, other creatures get -2/-2 until end of turn.<br/>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div></div> <div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Harvester of Misery</div><div><div>3</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Spirit</div><div>Menace<br/>When this creature enters, other creatures get -2/-2 until end of turn.<br/>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div></div> <div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Llanowar Elves</div><div><div>G</div></div></div> <div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>           | <div><div>Llanowar Elves</div><div><div>G</div></div></div> <div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>           | <div><div>Llanowar Elves</div><div><div>G</div></div></div> <div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                             | <div><div>Llanowar Elves</div><div><div>G</div></div></div> <div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                             |

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| <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              |
| <div>Maelstrom Pulse1B6</div> <div>Sorcery</div> <div>Destroy target nonland permanent and all other permanents with the same name as that permanent.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mishra's Foundry</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mishra's Foundry</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mishra's Foundry</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Mishra's Foundry</div> <div>Land</div> <div> {T}: Add {C}.<br/> {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/> {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. </div> <div>3/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                     | <div> <div>Mosswood Dreadknight</div> <div>Creature -- Human Knight</div> <div> Trample<br/> When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. </div> <div>3/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                        | <div> <div>Mosswood Dreadknight</div> <div>Creature -- Human Knight</div> <div> Trample<br/> When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. </div> <div>3/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                        | <div> <div>Mosswood Dreadknight</div> <div>Creature -- Human Knight</div> <div> Trample<br/> When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. </div> <div>3/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                      |
| <div> <div>Preacher of the Schism</div> <div>Creature -- Vampire Cleric</div> <div> Deathtouch<br/> Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br/> Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. </div> <div>2/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Preacher of the Schism</div> <div>Creature -- Vampire Cleric</div> <div> Deathtouch<br/> Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br/> Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. </div> <div>2/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Preacher of the Schism</div> <div>Creature -- Vampire Cleric</div> <div> Deathtouch<br/> Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br/> Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. </div> <div>2/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Restless Cottage</div> <div>Land</div> <div> This land enters tapped.<br/> {T}: Add {B} or {G}.<br/> {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/> Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. </div> <div>2/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div>Restless Cottage</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Restless Cottage</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Scavenger Regent // Exude Toxin // Scavenger Regent</div> <div>(card data unavailable)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                   | <div>Scavenging Ooze</div> <div>Creature -- Ooze</div> <div> <p>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                             |
| <div>Scavenging Ooze</div> <div>Creature -- Ooze</div> <div> <p>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                       | <div>Sentinel of the Nameless City</div> <div>Creature -- Merfolk Warrior Scout</div> <div> <p>Vigilance</p> <p>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>           | <div>Sentinel of the Nameless City</div> <div>Creature -- Merfolk Warrior Scout</div> <div> <p>Vigilance</p> <p>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Sentinel of the Nameless City</div> <div>Creature -- Merfolk Warrior Scout</div> <div> <p>Vigilance</p> <p>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> Sheoldred, the Apocalypse 2BB </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Deathtouch<br/> Whenever you draw a card, you gain 2 life.<br/> Whenever an opponent draws a card, they lose 2 life. </div> <div> 4/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                | <div> Swamp </div> <div> Basic Land -- Swamp </div> <div> ({T}: Add {B}.) </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                             | <div> Swamp </div> <div> Basic Land -- Swamp </div> <div> ({T}: Add {B}.) </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                       | <div> Swamp </div> <div> Basic Land -- Swamp </div> <div> ({T}: Add {B}.) </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                       |
| <div> Tear Asunder 1G </div> <div> Instant </div> <div> Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br/> Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Thrun, Breaker of Silence 3GG </div> <div> Legendary Creature -- Troll Shaman </div> <div> This spell can't be countered.<br/> Trample<br/> Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control.<br/> During your turn, Thrun has indestructible. </div> <div> 5/5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Tranquil Frillback 2G </div> <div> Creature -- Dinosaur </div> <div> When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --<br/> * Destroy target artifact or enchantment.<br/> * Exile target player's graveyard.<br/> * You gain 4 life. </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Tranquil Frillback 2G </div> <div> Creature -- Dinosaur </div> <div> When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --<br/> * Destroy target artifact or enchantment.<br/> * Exile target player's graveyard.<br/> * You gain 4 life. </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

Playtest cards - Martin, Spencer - Standard (ReCQ - Standard - SCG CON Minneapolis - Frida

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wastewood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Wastewood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><div>Wastewood Verge</div><div>Land</div><div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   |
| <div><div><div>Assassin's Trophy</div><div>Instant</div><div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Choose one --

- \* Destroy target artifact.
- \* Destroy target enchantment.
- \* Exile up to one target card from a graveyard. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Choose one --

- \* Destroy target artifact.
- \* Destroy target enchantment.
- \* Exile up to one target card from a graveyard. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Destroy target nonland permanent and all other permanents with the same name as that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G GP GP

Completed ( $\{G/P\}$  can be paid with  $\{G\}$  or 2 life. For each  $\{G/P\}$  paid with life, this planeswalker enters with two fewer loyalty counters.)

[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.

[-1]: Destroy target artifact or enchantment.

[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

L 7

2GG

When this creature enters, you gain 4 life.  
If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/4

X B B

Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Scavenger Regent // Exude Toxin // Scavenger Regent</div> <div>(card data unavailable)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sheoldred, the Apocalypse (2)(B)(B)</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>           Deathtouch<br/>           Whenever you draw a card, you gain 2 life.<br/>           Whenever an opponent draws a card, they lose 2 life.         </div> <div>[sideboard]</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tear Asunder (1)(G)</div> <div>Instant</div> <div>           Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br/>           Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.         </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |  |
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