

|                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                    |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Ancient Vendetta</div><div>3B</div></div><div>Sorcery</div><div>Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Anoint with Affliction</div><div>1B</div></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> | <div><div><div>Anoint with Affliction</div><div>1B</div></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> | <div><div><div>Blooming Marsh</div></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> |
| <div><div><div>Blooming Marsh</div></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>                                                                              | <div><div><div>Blooming Marsh</div></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>                                                                                   | <div><div><div>Blooming Marsh</div></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>                                                                                   | <div><div><div>Cut Down</div><div>B</div></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    |

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| <div><div>Cut Down</div><div>B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cut Down</div><div>B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Go for the Throat</div><div>1B</div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

|                                                                                                                                                             |                                                                                                                                                             |                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                   |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Go for the Throat</b> (1)(B)</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Go for the Throat</b> (1)(B)</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Go for the Throat</b> (1)(B)</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Heritage Reclamation</b> (1)(G)</p> <p>Instant</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Destroy target enchantment.</li> <li>* Exile up to one target card from a graveyard. Draw a card.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Llanowar Elves</b> (G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>     | <p><b>Llanowar Elves</b> (G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>     | <p><b>Llanowar Elves</b> (G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>     | <p><b>Llanowar Elves</b> (G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                           |

## Llanowar Wastes

Land

{T}: Add {C}.  
{T}: Add {B} or {G}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Wastes

Land

{T}: Add {C}.  
{T}: Add {B} or {G}. This land deals  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Wastes

Land

{T}: Add {C}.  
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1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Wastes

Land

```
{T}: Add {C}.
{T}: Add {B} or {G}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Maelstrom Pulse

① B G

## Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Maelstrom Pulse

1 B G

## Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mishra's Foundry

Land

```
{T}: Add {C}.
{2}: This land becomes a 2/2
Assembly-Worker artifact creature
until end of turn. It's still a
land.
{1}, {T}: Target attacking
Assembly-Worker gets +2/+2 until end
of turn.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mosswood Dreadknight

① ⑥

Creature -- Human Knight

**Trample**  
When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.

3/2

- - - ADVENTURE - - -

## Dread Whispers

① ⑧

Sorcery - - Adventure

You draw a card and you lose 1 life.  
(Then exile this card. You may cast  
the creature later from exile.)

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| <b>Mosswood Dreadknight</b> ①⑥<br><hr/> Creature -- Human Knight<br><hr/> Trample<br>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.<br><div>3/2</div> <hr/> ----- ADVENTURE -----<br><hr/> <b>Dread Whispers</b> ①⑧<br><hr/> Sorcery -- Adventure<br><hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mosswood Dreadknight</b> ①⑥<br><hr/> Creature -- Human Knight<br><hr/> Trample<br>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.<br><div>3/2</div> <hr/> ----- ADVENTURE -----<br><hr/> <b>Dread Whispers</b> ①⑧<br><hr/> Sorcery -- Adventure<br><hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mosswood Dreadknight</b> ①⑥<br><hr/> Creature -- Human Knight<br><hr/> Trample<br>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.<br><div>3/2</div> <hr/> ----- ADVENTURE -----<br><hr/> <b>Dread Whispers</b> ①⑧<br><hr/> Sorcery -- Adventure<br><hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Preacher of the Schism</b> ②⑧<br><hr/> Creature -- Vampire Cleric<br><hr/> 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.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Preacher of the Schism</b> ②⑧<br><hr/> Creature -- Vampire Cleric<br><hr/> 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.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                             | <b>Preacher of the Schism</b> ②⑧<br><hr/> Creature -- Vampire Cleric<br><hr/> 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.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                             | <b>Restless Cottage</b><br><hr/> Land<br><hr/> 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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                   | <b>Restless Cottage</b><br><hr/> Land<br><hr/> 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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                       |

## Land

This land enters tapped.  
{T}: Add {B} or {G}.  
{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.  
Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
{T}: Add {B} or {G}.  
{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.  
Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Ooze

{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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Ooze

[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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Merfolk Warrior Scout

**Vigilance**  
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.")

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Merfolk Warrior Scout

**Vigilance**  
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.")

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Merfolk Warrior Scout

**Vigilance**  
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.")

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Phyrexian Praetor

Deathtouch  
Whenever you draw a card, you gain 2 life.  
Whenever an opponent draws a card, they lose 2 life.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Soulstone Sanctuary</div><div>Land</div><div>{T}: Add {C}.<br/>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                 |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tear Asunder</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tear Asunder</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>The End</b> <span>2</span><span>B</span><span>B</span> </div> <div> Instant </div> <div> <p>This spell costs {2} less to cast if your life total is 5 or less.</p> <p>Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Thrun, Breaker of Silence</b> <span>3</span><span>G</span><span>G</span> </div> <div> Legendary Creature -- Troll Shaman </div> <div> <p>This spell can't be countered.</p> <p>Trample</p> <p>Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control.</p> <p>During your turn, Thrun has indestructible.</p> </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Tranquil Frillback</b> <span>2</span><span>G</span> </div> <div> Creature -- Dinosaur </div> <div> <p>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 --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact or enchantment.</li> <li>* Exile target player's graveyard.</li> <li>* You gain 4 life.</li> </ul> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Wastewood Verge</b> </div> <div> Land </div> <div> <p>{T}: Add {G}.</p> <p>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                            |
| <div> <b>Choking Miasma</b> <span>1</span><span>B</span><span>B</span> </div> <div> Sorcery </div> <div> <p>Kicker {G} (You may pay an additional {G} as you cast this spell.)</p> <p>If this spell was kicked, put a +1/+1 counter on a creature you control.</p> <p>All creatures get -2/-2 until end of turn.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                        | <div> <b>Choking Miasma</b> <span>1</span><span>B</span><span>B</span> </div> <div> Sorcery </div> <div> <p>Kicker {G} (You may pay an additional {G} as you cast this spell.)</p> <p>If this spell was kicked, put a +1/+1 counter on a creature you control.</p> <p>All creatures get -2/-2 until end of turn.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                  | <div> <b>Duress</b> <span>B</span> </div> <div> Sorcery </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                   | <div> <b>Duress</b> <span>B</span> </div> <div> Sorcery </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <b>Duress</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                        | <div> <b>Ghost Vacuum</b> <span>(1)</span> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{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.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                      | <div> <b>Ghost Vacuum</b> <span>(1)</span> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{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.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Gix's Command</b> <span>(3)(B)(B)</span> </div> <div>Sorcery</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</li> <li>* Destroy each creature with power 2 or less.</li> <li>* Return up to two creature cards from your graveyard to your hand.</li> <li>* Each opponent sacrifices a creature with the greatest power among creatures they control.</li> </ul> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Gix's Command</b> <span>(3)(B)(B)</span> </div> <div>Sorcery</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</li> <li>* Destroy each creature with power 2 or less.</li> <li>* Return up to two creature cards from your graveyard to your hand.</li> <li>* Each opponent sacrifices a creature with the greatest power among creatures they control.</li> </ul> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Nissa, Ascended Animist</b> <span>(3)(G)(G)(GP)(GP)</span> </div> <div>           Legendary Planeswalker -- Nissa </div> <div> <p>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.)</p> <p>[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.</p> <p>[-1]: Destroy target artifact or enchantment.</p> <p>[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</p> <p>[sideboard]</p> <div>L 7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Nowhere to Run</b> <span>(1)(B)</span> </div> <div>Enchantment</div> <div> <p>Flash</p> <p>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</p> <p>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>    | <div> <b>Nowhere to Run</b> <span>(1)(B)</span> </div> <div>Enchantment</div> <div> <p>Flash</p> <p>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</p> <p>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                      |

## Obstinate Baloth

266

Creature -- Beast

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.

[sideboard]

4/4

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## Obstinate Baloth

266

Creature -- Beast

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.

[sideboard]

4/4

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## Thrun, Breaker of Silence

366

Legendary Creature -- Troll Shaman

This spell can't be countered.

Trample

Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control. During your turn, Thrun has indestructible.

[sideboard]

5/5

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