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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Aether Hub</div><div>Land</div><div>When this land enters, you get {E} (an energy counter).<br/>{T}: Add {C}.<br/>{T}, Pay {E}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div>Aether Hub</div><div>Land</div><div>When this land enters, you get {E} (an energy counter).<br/>{T}: Add {C}.<br/>{T}, Pay {E}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div>Aether Hub</div><div>Land</div><div>When this land enters, you get {E} (an energy counter).<br/>{T}: Add {C}.<br/>{T}, Pay {E}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div>Aether Hub</div><div>Land</div><div>When this land enters, you get {E} (an energy counter).<br/>{T}: Add {C}.<br/>{T}, Pay {E}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      |
| <div><div>Attune with Aether</div><div>Sorcery</div><div>Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You get {E}{E} (two energy counters).</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Attune with Aether</div><div>Sorcery</div><div>Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You get {E}{E} (two energy counters).</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Attune with Aether</div><div>Sorcery</div><div>Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You get {E}{E} (two energy counters).</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Attune with Aether</div><div>Sorcery</div><div>Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You get {E}{E} (two energy counters).</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Blooming Marsh</b></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><b>Blooming Marsh</b></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><b>Blooming Marsh</b></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><b>Blooming Marsh</b></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><b>Blossoming Defense</b><div>6</div></div><div>Instant</div><div>Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blossoming Defense</b><div>6</div></div><div>Instant</div><div>Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blossoming Defense</b><div>6</div></div><div>Instant</div><div>Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blossoming Defense</b><div>6</div></div><div>Instant</div><div>Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                |
| <div><div><b>Fatal Push</b><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Fatal Push</b><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Fatal Push</b><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Fatal Push</b><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Fetid Pools</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fetid Pools</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card:<br/>Draw a card.)</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>Glint-Sleeve Siphoner ①②</div><div>Creature -- Human Rogue</div><div>Menace<br/>Whenever this creature enters or<br/>attacks, you get {E} (an energy<br/>counter).<br/>At the beginning of your upkeep, you<br/>may pay {E}{E}. If you do, you draw<br/>a card and you lose 1 life.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glint-Sleeve Siphoner ①②</div><div>Creature -- Human Rogue</div><div>Menace<br/>Whenever this creature enters or<br/>attacks, you get {E} (an energy<br/>counter).<br/>At the beginning of your upkeep, you<br/>may pay {E}{E}. If you do, you draw<br/>a card and you lose 1 life.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glint-Sleeve Siphoner ①②</div><div>Creature -- Human Rogue</div><div>Menace<br/>Whenever this creature enters or<br/>attacks, you get {E} (an energy<br/>counter).<br/>At the beginning of your upkeep, you<br/>may pay {E}{E}. If you do, you draw<br/>a card and you lose 1 life.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Glint-Sleeve Siphoner</b> (1)(B)<br><hr/> Creature -- Human Rogue<br><hr/> Menace<br>Whenever this creature enters or attacks, you get {E} (an energy counter).<br>At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Hostage Taker</b> (2)(U)(B)<br><hr/> Creature -- Human Pirate<br><hr/> When this creature enters, exile another target creature or artifact until this creature leaves the battlefield. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Hostage Taker</b> (2)(U)(B)<br><hr/> Creature -- Human Pirate<br><hr/> When this creature enters, exile another target creature or artifact until this creature leaves the battlefield. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Hostage Taker</b> (2)(U)(B)<br><hr/> Creature -- Human Pirate<br><hr/> When this creature enters, exile another target creature or artifact until this creature leaves the battlefield. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Island</b><br><hr/> Basic Land -- Island<br><hr/> ({T}: Add {U}.)<br><div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                          | <b>Longtusk Cub</b> (1)(G)<br><hr/> Creature -- Cat<br><hr/> Whenever this creature deals combat damage to a player, you get {E}{E} (two energy counters).<br>Pay {E}{E}: Put a +1/+1 counter on this creature.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                           | <b>Longtusk Cub</b> (1)(G)<br><hr/> Creature -- Cat<br><hr/> Whenever this creature deals combat damage to a player, you get {E}{E} (two energy counters).<br>Pay {E}{E}: Put a +1/+1 counter on this creature.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                           | <b>Longtusk Cub</b> (1)(G)<br><hr/> Creature -- Cat<br><hr/> Whenever this creature deals combat damage to a player, you get {E}{E} (two energy counters).<br>Pay {E}{E}: Put a +1/+1 counter on this creature.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                           |

Playtest cards - Gilyazov, Renat - Standard (Sol Ring Historic Standard'24)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Longtusk Cub</div> <div> <div>1</div> <div>G</div> <div>6</div> </div> </div> <div> <div>Creature -- Cat</div> <div> Whenever this creature deals combat damage to a player, you get {E}{E} (two energy counters).<br/> Pay {E}{E}: Put a +1/+1 counter on this creature. </div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rishkar, Peema Renegade</div> <div> <div>2</div> <div>G</div> <div>6</div> </div> </div> <div> <div>Legendary Creature -- Elf Druid</div> <div> When Rishkar enters, put a +1/+1 counter on each of up to two target creatures.<br/> Each creature you control with a counter on it has "{T}: Add {G}." </div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rishkar, Peema Renegade</div> <div> <div>2</div> <div>G</div> <div>6</div> </div> </div> <div> <div>Legendary Creature -- Elf Druid</div> <div> When Rishkar enters, put a +1/+1 counter on each of up to two target creatures.<br/> Each creature you control with a counter on it has "{T}: Add {G}." </div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rogue Refiner</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Rogue</div> <div> When this creature enters, draw a card and you get {E}{E} (two energy counters). </div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Rogue Refiner</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Rogue</div> <div> When this creature enters, draw a card and you get {E}{E} (two energy counters). </div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                            | <div> <div>Rogue Refiner</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Rogue</div> <div> When this creature enters, draw a card and you get {E}{E} (two energy counters). </div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                          | <div> <div>Rogue Refiner</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Rogue</div> <div> When this creature enters, draw a card and you get {E}{E} (two energy counters). </div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                          | <div> <div>Swamp</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Basic Land -- Swamp</div> <div> ({T}: Add {B}.) </div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                              |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                        | <div>The Scarab God</div> <div>Legendary Creature -- God</div> <div>At the beginning of your upkeep, each opponent loses X life and you scry X, where X is the number of Zombies you control.<br/>{2}{U}{B}: Exile target creature card from a graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie.<br/>When The Scarab God dies, return it to its owner's hand at the beginning of the next end step.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>The Scarab God</div> <div>Legendary Creature -- God</div> <div>At the beginning of your upkeep, each opponent loses X life and you scry X, where X is the number of Zombies you control.<br/>{2}{U}{B}: Exile target creature card from a graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie.<br/>When The Scarab God dies, return it to its owner's hand at the beginning of the next end step.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Walking Ballista</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Walking Ballista</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Walking Ballista</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                      | <div>Walking Ballista</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                      |

Playtest cards - Gilyazov, Renat - Standard (Sol Ring Historic Standard'24)

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

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| <b>Winding Constrictor</b> (B)(G)<br><hr/> Creature -- Snake<br><hr/> <p>If one or more counters would be put on an artifact or creature you control, that many plus one of each of those kinds of counters are put on that permanent instead.<br/> If you would get one or more counters, you get that many plus one of each of those kinds of counters instead.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Winding Constrictor</b> (B)(G)<br><hr/> Creature -- Snake<br><hr/> <p>If one or more counters would be put on an artifact or creature you control, that many plus one of each of those kinds of counters are put on that permanent instead.<br/> If you would get one or more counters, you get that many plus one of each of those kinds of counters instead.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Winding Constrictor</b> (B)(G)<br><hr/> Creature -- Snake<br><hr/> <p>If one or more counters would be put on an artifact or creature you control, that many plus one of each of those kinds of counters are put on that permanent instead.<br/> If you would get one or more counters, you get that many plus one of each of those kinds of counters instead.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Winding Constrictor</b> (B)(G)<br><hr/> Creature -- Snake<br><hr/> <p>If one or more counters would be put on an artifact or creature you control, that many plus one of each of those kinds of counters are put on that permanent instead.<br/> If you would get one or more counters, you get that many plus one of each of those kinds of counters instead.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Confiscation Coup</b> (3)(U)(U)<br><hr/> Sorcery<br><hr/> <p>Choose target artifact or creature. You get {E}{E}{E}{E} (four energy counters), then you may pay an amount of {E} equal to that permanent's mana value. If you do, gain control of it.</p> <p>[sideboard]</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                        | <b>Deathgorge Scavenger</b> (2)(G)<br><hr/> Creature -- Dinosaur<br><hr/> <p>Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn.</p> <p>[sideboard]</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                               | <b>Deathgorge Scavenger</b> (2)(G)<br><hr/> Creature -- Dinosaur<br><hr/> <p>Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn.</p> <p>[sideboard]</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                               | <b>Deathgorge Scavenger</b> (2)(G)<br><hr/> Creature -- Dinosaur<br><hr/> <p>Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn.</p> <p>[sideboard]</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                               |

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② U

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①②U

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G U

[+2]: Scry 2.  
[0]: Look at the top card of your library. If it's a land card or a creature card with mana value less than or equal to the number of loyalty counters on Nissa, you may put that card onto the battlefield.  
[-6]: Untap up to two target lands you control. They become 5/5 Elemental creatures with flying and haste until end of turn. They're still lands.

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| <div> <div> <b>Nissa, Steward of Elements</b> <span>X</span><span>G</span><span>U</span> </div> <div> <b>Legendary Planeswalker -- Nissa</b> </div> <div> <p>[+2]: Scry 2.</p> <p>[0]: Look at the top card of your library. If it's a land card or a creature card with mana value less than or equal to the number of loyalty counters on Nissa, you may put that card onto the battlefield.</p> <p>[-6]: Untap up to two target lands you control. They become 5/5 Elemental creatures with flying and haste until end of turn. They're still lands.</p> <p>[sideboard]</p> <div> <div>L</div> <div>X</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Vraska, Relic Seeker</b> <span>4</span><span>B</span><span>G</span> </div> <div> <b>Legendary Planeswalker -- Vraska</b> </div> <div> <p>[+2]: Create a 2/2 black Pirate creature token with menace.</p> <p>[-3]: Destroy target artifact, creature, or enchantment. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> <p>[-10]: Target player's life total becomes 1.</p> <p>[sideboard]</p> <div> <div>L</div> <div>6</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Vraska, Relic Seeker</b> <span>4</span><span>B</span><span>G</span> </div> <div> <b>Legendary Planeswalker -- Vraska</b> </div> <div> <p>[+2]: Create a 2/2 black Pirate creature token with menace.</p> <p>[-3]: Destroy target artifact, creature, or enchantment. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> <p>[-10]: Target player's life total becomes 1.</p> <p>[sideboard]</p> <div> <div>L</div> <div>6</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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