## Bellowing Crier {1}{U}

Creature -- Frog Advisor

When this creature enters, draw a card, then discard a card.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Creature -- Frog Advisor

When this creature enters, draw a card, then discard a card.

**2/1**

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## Bellowing Crier {1}{U}

Creature -- Frog Advisor

When this creature enters, draw a card, then discard a card.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Deep Analysis {3}{U}

Sorcery

Target player draws two cards.
Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Generous Ent {5}{G}

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - miadodecuy - Persistent Petitioners (Salchipauper)** sheet 1/10 - 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.

## Generous Ent (5)(G)

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Generous Ent (5)(G)

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Generous Ent (5)(G)

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Glistener Seer (U)

Creature -- Phyrexian Advisor

This creature enters with three oil counters on it.
{T}, Remove an oil counter from this creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

**0/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Glistener Seer (U)

Creature -- Phyrexian Advisor

This creature enters with three oil counters on it.
{T}, Remove an oil counter from this creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

**0/3**

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Creature -- Phyrexian Advisor

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{T}, Remove an oil counter from this creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

**0/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Gnaw to the Bone (2)(G)

Instant

You gain 2 life for each creature card in your graveyard.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - miadodecuy - Persistent Petitioners (Salchipauper)** sheet 2/10 - 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.

## Gnaw to the Bone (2)(G)

Instant

You gain 2 life for each creature card in your graveyard.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gnaw to the Bone (2)(G)

Instant

You gain 2 life for each creature card in your graveyard.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hobbit Hole

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
Halflingcycling {4} ({4}, Discard this card: Search your library for a Halfling card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

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({T}: Add {U}.)

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({T}: Add {U}.)

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## Island

Basic Land -- Island

({T}: Add {U}.)

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## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Masked Vandal (1)(G)

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Masked Vandal (1)(G)

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When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mothdust Changeling (U)

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Tap an untapped creature you control: This creature gains flying until end of turn.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

## Mothdust Changeling {U}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Tap an untapped creature you control: This creature gains flying until end of turn.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Mothdust Changeling {U}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Tap an untapped creature you control: This creature gains flying until end of turn.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mothdust Changeling {U}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Tap an untapped creature you control: This creature gains flying until end of turn.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Persistent Petitioners {1}{U}

Creature -- Human Advisor

{1}, {T}: Target player mills a card. (They put the top card of their library into their graveyard.)
Tap four untapped Advisors you control: Target player mills twelve cards.
A deck can have any number of cards named Persistent Petitioners.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Persistent Petitioners {1}{U}

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**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - miadodecuy - Persistent Petitioners (Salchipauper)** sheet 5/10 - 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.

**Persistent Petitioners** {1}{U}

Creature -- Human Advisor

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Tap four untapped Advisors you control: Target player mills twelve cards.
A deck can have any number of cards named Persistent Petitioners.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Persistent Petitioners** {1}{U}

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A deck can have any number of cards named Persistent Petitioners.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Persistent Petitioners** {1}{U}

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**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tap four untapped Advisors you control: Target player mills twelve cards.
A deck can have any number of cards named Persistent Petitioners.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Pond Prophet** {G/U}{G/U}

Creature -- Frog Advisor

When this creature enters, draw a card.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Pond Prophet** {G/U}{G/U}

Creature -- Frog Advisor

When this creature enters, draw a card.

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When this creature enters, draw a card.

**1/1**

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**Pond Prophet** {G/U}{G/U}

Creature -- Frog Advisor

When this creature enters, draw a card.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - miadodecuy - Persistent Petitioners (Salchipauper)** sheet 6/10 - 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.

## Pond Prophet {G/U}{G/U}

Creature -- Frog Advisor

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Relic of Progenitus {1}

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Relic of Progenitus {1}

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Simic Growth Chamber

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {G}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Simic Growth Chamber

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {G}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tangled Islet

Land -- Forest Island

({T}: Add {G} or {U}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tangled Islet

Land -- Forest Island

({T}: Add {G} or {U}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vitalize {G}

Instant

Untap all creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

## Winding Way (1)(G)

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Winding Way (1)(G)

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Winding Way (1)(G)

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Choose one --
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[sideboard]

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Instant

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* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - miadodecuy - Persistent Petitioners (Salchipauper)** sheet 8/10 - 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.

## Dispel {U}

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dispel {U}

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dispel {U}

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gnaw to the Bone {2}{G}

Instant

You gain 2 life for each creature card in your graveyard.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gut Shot {RP}

Instant

({R/P} can be paid with either {R} or 2 life.)
Gut Shot deals 1 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gut Shot {RP}

Instant

({R/P} can be paid with either {R} or 2 life.)
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[sideboard]

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Instant

({R/P} can be paid with either {R} or 2 life.)
Gut Shot deals 1 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Masked Vandal {1}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - miadodecuy - Persistent Petitioners (Salchipauper)** sheet 9/10 - 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.

**Spellstutter Sprite** (1)(U)

Creature -- Faerie Wizard

Flash
Flying
When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Spellstutter Sprite** (1)(U)

Creature -- Faerie Wizard

Flash
Flying
When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Faerie Wizard

Flash
Flying
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[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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