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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Accursed Marauder</div><div>①B</div></div><div>Creature -- Zombie Warrior</div><div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Accursed Marauder</div><div>①B</div></div><div>Creature -- Zombie Warrior</div><div>When this creature enters, each player sacrifices a nontoken creature of their choice.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blood Artist</div><div>①B</div></div><div>Creature -- Vampire</div><div>Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blood Artist</div><div>①B</div></div><div>Creature -- Vampire</div><div>Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Blood Artist</div><div>①B</div></div><div>Creature -- Vampire</div><div>Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div><div>Blood Artist</div><div>①B</div></div><div>Creature -- Vampire</div><div>Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.</div><div>0/1</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>0/1</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>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              |

## Blooming Marsh

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blooming Marsh

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Boseiju, Who Endures

## Legendary Land

{T}: Add {G}.  
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cache Grab

① ⑥

Instant

Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant

Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Creature -- Zombie

This creature can't block.  
Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Creature -- Zombie

This creature can't block.  
Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Creature -- Zombie

This creature can't block.  
Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land Creature -- Forest Dryad

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓔ

Destroy target creature if it has mana value 2 or less.

Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Destroy target creature if it has mana value 2 or less.  
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓔ

This creature can't block.  
You may cast this card from your  
graveyard as long as you control a  
Zombie.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

This creature can't block.  
You may cast this card from your  
graveyard as long as you control a  
Zombie.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

This creature can't block.  
You may cast this card from your  
graveyard as long as you control a  
Zombie.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

This creature can't block.  
You may cast this card from your  
graveyard as long as you control a  
Zombie.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Creature tokens you control have "{T}": Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Creature tokens you control have "{T}: Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Creature tokens you control have "{T}: Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Creature tokens you control have "{T}: Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Malevolent Rumble</b> ①⑥<br><hr/> Sorcery<br><hr/> Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Malevolent Rumble</b> ①⑥<br><hr/> Sorcery<br><hr/> Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                        | <b>Malevolent Rumble</b> ①⑥<br><hr/> Sorcery<br><hr/> Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Overgrown Tomb</b><br><hr/> Land -- Swamp Forest<br><hr/> ({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                           |
| <b>Overgrown Tomb</b><br><hr/> Land -- Swamp Forest<br><hr/> ({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                           | <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. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Scavenging Ooze</b> ①⑥<br><hr/> Creature -- Ooze<br><hr/> {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. <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                 | <b>Scavenging Ooze</b> ①⑥<br><hr/> Creature -- Ooze<br><hr/> {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. <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Slitherhead</b> <span>ⓑ/ⓐ</span><br>Creature -- Plant Zombie<br>Scavenge {0} ({0}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Slitherhead</b> <span>ⓑ/ⓐ</span><br>Creature -- Plant Zombie<br>Scavenge {0} ({0}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spawning Pit</b> <span>②</span><br>Artifact<br>Sacrifice a creature: Put a charge counter on this artifact.<br>{1}, Remove two charge counters from this artifact: Create a 2/2 colorless Spawn artifact creature token.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                  | <b>Spymaster's Vault</b><br>Land<br>This land enters tapped unless you control a Swamp.<br>{T}: Add {B}.<br>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                               |
| <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                               | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                               | <b>Takenuma, Abandoned Mire</b><br>Legendary Land<br>{T}: Add {B}.<br>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Tyvar, Jubilant Brawler</b> <span>①ⓑⓐ</span><br>Legendary Planeswalker -- Tyvar<br>You may activate abilities of creatures you control as though those creatures had haste.<br>[+1]: Untap up to one target creature.<br>[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <b>Tyvar, Jubilant Brawler</b> <span>1</span><span>B</span><span>G</span> </div> <div>           Legendary Planeswalker -- Tyvar         </div> <div> <p>You may activate abilities of creatures you control as though those creatures had haste.</p> <p>[+1]: Untap up to one target creature.</p> <p>[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Tyvar, Jubilant Brawler</b> <span>1</span><span>B</span><span>G</span> </div> <div>           Legendary Planeswalker -- Tyvar         </div> <div> <p>You may activate abilities of creatures you control as though those creatures had haste.</p> <p>[+1]: Untap up to one target creature.</p> <p>[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Tyvar, Jubilant Brawler</b> <span>1</span><span>B</span><span>G</span> </div> <div>           Legendary Planeswalker -- Tyvar         </div> <div> <p>You may activate abilities of creatures you control as though those creatures had haste.</p> <p>[+1]: Untap up to one target creature.</p> <p>[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Urborg, Tomb of Yawgmoth</b> </div> <div>           Legendary Land         </div> <div> <p>Each land is a Swamp in addition to its other land types.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                  |
| <div> <b>Viscera Seer</b> <span>B</span> </div> <div>           Creature -- Vampire Wizard         </div> <div> <p>Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                         | <div> <b>Witherbloom Charm</b> <span>B</span><span>G</span> </div> <div>           Instant         </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* You may sacrifice a permanent. If you do, draw two cards.</li> <li>* You gain 5 life.</li> <li>* Destroy target nonland permanent with mana value 2 or less.</li> </ul> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                             | <div> <b>Woodland Cemetery</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless you control a Swamp or a Forest.</p> <p>{T}: Add {B} or {G}.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

## Woodland Cemetery

Land

This land enters tapped unless you control a Swamp or a Forest.  
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Woodland Cemetery

Land

This land enters tapped unless you control a Swamp or a Forest.  
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya, Cradle of Growth

## Legendary Land

Each land is a Forest in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Zulaport Cutthroat ① Ⓑ

Creature -- Human Rogue Ally

Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Accursed Marauder** (1)(B)

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a nontoken creature of their choice.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Accursed Marauder** (1)(B)

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a nontoken creature of their choice.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Assassin's Trophy (B)(G)

Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Assassin's Trophy (B)(G)

Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

[sideboard]

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|                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                   |
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| <div> <div>Collector Ouphe</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Ouphe</div> <div> Activated abilities of artifacts can't be activated. <div>[sideboard]</div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>    | <div> <div>Collector Ouphe</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Ouphe</div> <div> Activated abilities of artifacts can't be activated. <div>[sideboard]</div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div>Duress</div> <div>B</div> </div> <div> <div>Sorcery</div> <div> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                        | <div> <div>Duress</div> <div>B</div> </div> <div> <div>Sorcery</div> <div> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                         |
| <div> <div>Duress</div> <div>B</div> </div> <div> <div>Sorcery</div> <div> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Grist, the Hunger Tide</div> <div> <div>1</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Legendary Planeswalker -- Grist</div> <div> As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types. <div>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process. <div>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker. <div>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div> <div>[sideboard]</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Grist, Voracious Larva</div> <div>G</div> </div> <div> <div>Legendary Creature -- Insect</div> <div> <div>Deathtouch</div> Whenever Grist or another creature you control enters, if it entered from your graveyard or you cast it from your graveyard, you may pay {G}. If you do, exile Grist, then return it to the battlefield transformed under its owner's control. <div>[sideboard]</div> <div>1/2</div> <div> <div>BACK FACE</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Haywire Mite</div> <div>1</div> </div> <div> <div>Artifact Creature -- Insect</div> <div> When this creature dies, you gain 2 life. <div>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. <div>[sideboard]</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
|                                                                                                                                                                                                                                                                                                                           | <div> <div>Grist, the Plague Swarm</div> <div> <div>L</div> <div>3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <div> <div>Grist, the Plague Swarm</div> <div> <div>L</div> <div>3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div>Haywire Mite</div> <div> <div>1</div> <div>1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                 |

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| <div> <div>Haywire Mite</div> <div>1</div> </div> <div> <div>Artifact Creature -- Insect</div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |  |
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