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| <div><div><div>Anoint with Affliction 1B</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Anoint with Affliction 1B</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 |
| <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div><div>Broodheart Engine BG</div><div>Artifact</div><div>At the beginning of your upkeep, surveil 1.<br/>{2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Broodheart Engine BG</div><div>Artifact</div><div>At the beginning of your upkeep, surveil 1.<br/>{2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Cut Down</b> <span>(B)</span> </div> <div> Instant </div> <div> Destroy target creature with total power and toughness 5 or less. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                          | <div> <b>Cut Down</b> <span>(B)</span> </div> <div> Instant </div> <div> Destroy target creature with total power and toughness 5 or less. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                         | <div> <b>Cut Down</b> <span>(B)</span> </div> <div> Instant </div> <div> Destroy target creature with total power and toughness 5 or less. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                         | <div> <b>Debris Beetle</b> <span>(2)(B)(G)</span> </div> <div> Artifact -- Vehicle </div> <div> Trample<br/> When this Vehicle enters, each opponent loses 3 life and you gain 3 life.<br/> Crew 2 </div> <div> 6/6 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                |
| <div> <b>Debris Beetle</b> <span>(2)(B)(G)</span> </div> <div> Artifact -- Vehicle </div> <div> Trample<br/> When this Vehicle enters, each opponent loses 3 life and you gain 3 life.<br/> Crew 2 </div> <div> 6/6 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Defend the Rider</b> <span>(G)</span> </div> <div> Instant </div> <div> Choose one --<br/> * Target permanent you control gains hexproof and indestructible until end of turn.<br/> * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Defend the Rider</b> <span>(G)</span> </div> <div> Instant </div> <div> Choose one --<br/> * Target permanent you control gains hexproof and indestructible until end of turn.<br/> * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Defend the Rider</b> <span>(G)</span> </div> <div> Instant </div> <div> Choose one --<br/> * Target permanent you control gains hexproof and indestructible until end of turn.<br/> * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

Playtest cards - ichigou06 - Standard (??? ~Aetherdrift~ Izzet Explosive Experiment Event)

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.

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gix's Command

3 B B

Sorcery

Choose two --

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gix's Command

3 B B

## Sorcery

Choose two --

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Go for the Throat

1 B

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Go for the Throat

① B

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓔ

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 - - -

①②

Sorcery - - Adventure

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <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><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <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><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <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><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev  |
| <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><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                               | <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><hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                               | <b>Sentinel of the Nameless City</b> ②⑥<br><hr/> Creature -- Merfolk Warrior Scout<br><hr/> Vigilance<br>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.")<br><div>3/4</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                              | <b>Sentinel of the Nameless City</b> ②⑥<br><hr/> Creature -- Merfolk Warrior Scout<br><hr/> Vigilance<br>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.")<br><div>3/4</div> <hr/> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Sentinel of the Nameless City</b> (2)(G)<br>Creature -- Merfolk Warrior Scout<br>Vigilance<br>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.")<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sentinel of the Nameless City</b> (2)(G)<br>Creature -- Merfolk Warrior Scout<br>Vigilance<br>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.")<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sheoldred, the Apocalypse</b> (2)(B)(B)<br>Legendary Creature -- Phyrexian Praetor<br>Deathtouch<br>Whenever you draw a card, you gain 2 life.<br>Whenever an opponent draws a card, they lose 2 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sheoldred, the Apocalypse</b> (2)(B)(B)<br>Legendary Creature -- Phyrexian Praetor<br>Deathtouch<br>Whenever you draw a card, you gain 2 life.<br>Whenever an opponent draws a card, they lose 2 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Shoot the Sheriff</b> (1)(B)<br>Instant<br>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                             | <b>Shoot the Sheriff</b> (1)(B)<br>Instant<br>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                             | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                        | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                        |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                     | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                     | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                            | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                            |
| <div>Tear Asunder16</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>Tear Asunder16</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>The Speed Demon3BB</div> <div>Legendary Creature -- Demon</div> <div>Flying, trample<br/>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>At the beginning of your end step, you draw X cards and lose X life, where X is your speed.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The Speed Demon3BB</div> <div>Legendary Creature -- Demon</div> <div>Flying, trample<br/>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>At the beginning of your end step, you draw X cards and lose X life, where X is your speed.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Wastewood Verge</div><div>Land</div><div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             | <div><div>Wastewood Verge</div><div>Land</div><div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             | <div><div>Wastewood Verge</div><div>Land</div><div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             | <div><div>Wastewood Verge</div><div>Land</div><div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                     |
| <div><div>Duress</div><div>Sorcery</div><div><div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Duress</div><div>Sorcery</div><div><div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Duress</div><div>Sorcery</div><div><div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Ghost Vacuum</div><div>Artifact</div><div><div><div>{T}: Exile target card from a graveyard.</div><div>{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.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

①

{T}: Exile target card from a graveyard.

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

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Menace  
When this creature enters, other creatures get -2/-2 until end of turn.  
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Menace  
When this creature enters, other creatures get -2/-2 until end of turn.  
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

- [+1]: Each player discards a card.
- [-2]: Target player sacrifices a creature.
- [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B

[+1]: Each player discards a card.  
[-2]: Target player sacrifices a creature.  
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

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

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① ② ③

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

botbox.dev

3 G G GP GP

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

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

[-1]: Destroy target artifact or enchantment.

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

**L 7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Tear Asunder</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</div> <div>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tear Asunder</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</div> <div>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tranquil Frillback</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</div> <div>* Destroy target artifact or enchantment.</div> <div>* Exile target player's graveyard.</div> <div>* You gain 4 life.</div> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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