

<div>Brokers Hideout</div> <div>Land</div> <div>When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Brokers Hideout</div> <div>Land</div> <div>When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Brokers Hideout</div> <div>Land</div> <div>When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Brokers Hideout</div> <div>Land</div> <div>When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Fallaji Archaeologist ①②</div> <div>Creature -- Human Scout</div> <div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Fallaji Archaeologist ①②</div> <div>Creature -- Human Scout</div> <div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Fallaji Archaeologist ①②</div> <div>Creature -- Human Scout</div> <div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Fallaji Archaeologist ①②</div> <div>Creature -- Human Scout</div> <div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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① ②

Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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G

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

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2G

Create a 0/0 green Ooze creature token with trample. Put X +1/+1 counters on it, where X is two plus the total number of cards you own in exile and in your graveyard that are Oozes or are named Slime Against Humanity.

A deck can have any number of cards named Slime Against Humanity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slime Against Humanity ②⑥

Sorcery

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Playtest cards - Remmerio - Standard (Brewers Cup I)

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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.

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<p>The Modern Age ①①</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I, II -- Draw a card, then discard a card.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <p>----- BACK FACE -----</p> <p>Vector Glider</p> <p>Enchantment Creature -- Spirit</p> <p>Flying</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Modern Age ①①</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I, II -- Draw a card, then discard a card.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <p>----- BACK FACE -----</p> <p>Vector Glider</p> <p>Enchantment Creature -- Spirit</p> <p>Flying</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Modern Age ①①</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I, II -- Draw a card, then discard a card.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <p>----- BACK FACE -----</p> <p>Vector Glider</p> <p>Enchantment Creature -- Spirit</p> <p>Flying</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Modern Age ①①</p> <p>Enchantment -- Saga</p> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I, II -- Draw a card, then discard a card.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <p>----- BACK FACE -----</p> <p>Vector Glider</p> <p>Enchantment Creature -- Spirit</p> <p>Flying</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Remmerio - Standard (Brewers Cup I)

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<div><div>Thornwood Falls</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, you gain 1 life.</p><p>{T}: Add {G} or {U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Thornwood Falls</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, you gain 1 life.</p><p>{T}: Add {G} or {U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Thornwood Falls</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, you gain 1 life.</p><p>{T}: Add {G} or {U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Thornwood Falls</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, you gain 1 life.</p><p>{T}: Add {G} or {U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Cankerbloom</div><div>16</div><div>Creature -- Phyrexian Fungus</div><div><p>{1}, Sacrifice this creature: Choose one --</p><ul style="list-style-type: none">* Destroy target artifact.* Destroy target enchantment.* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<p>[sideboard]</p><div>3/2</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div>Cankerbloom</div><div>16</div><div>Creature -- Phyrexian Fungus</div><div><p>{1}, Sacrifice this creature: Choose one --</p><ul style="list-style-type: none">* Destroy target artifact.* Destroy target enchantment.* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<p>[sideboard]</p><div>3/2</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div>Cankerbloom</div><div>16</div><div>Creature -- Phyrexian Fungus</div><div><p>{1}, Sacrifice this creature: Choose one --</p><ul style="list-style-type: none">* Destroy target artifact.* Destroy target enchantment.* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)<p>[sideboard]</p><div>3/2</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div>Change the Equation</div><div>1U</div><div>Instant</div><div><p>Choose one --</p><ul style="list-style-type: none">* Counter target spell with mana value 2 or less.* Counter target red or green spell with mana value 6 or less.<p>[sideboard]</p><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

<div><div><div>Change the Equation</div><div>①②</div></div><div><div>Instant</div><div>Choose one -- * Counter target spell with mana value 2 or less. * Counter target red or green spell with mana value 6 or less.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Scatter Ray</div><div>①②</div></div><div><div>Instant</div><div>Counter target artifact or creature spell unless its controller pays {4}.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Scatter Ray</div><div>①②</div></div><div><div>Instant</div><div>Counter target artifact or creature spell unless its controller pays {4}.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Soul-Guide Lantern</div><div>①</div></div><div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div><div>Tamiyo's Safekeeping</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div></div>	<div><div><div>Tamiyo's Safekeeping</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div></div>	<div><div><div>Tamiyo's Safekeeping</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div></div>	
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