

## Aether Gust

① ②

Instant

Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.

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## Agonizing Remorse

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## Sorcery

Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life.

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Sorcery

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## Breeding Pool

Land -- Forest Island

( $\{T\}$ : Add  $\{G\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Playtest cards - darius89 - Standard (Standard Challenge)

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 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>([T]): Add [G] or [U].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>([T]): Add [G] or [U].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Casualties of War</div><div>Sorcery</div><div>Choose one or more --<br/>* Destroy target artifact.<br/>* Destroy target creature.<br/>* Destroy target enchantment.<br/>* Destroy target land.<br/>* Destroy target planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cultivate</div><div>Sorcery</div><div>Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Eliminate</div><div>Instant</div><div>Destroy target creature or planeswalker with mana value 3 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Eliminate</div><div>Instant</div><div>Destroy target creature or planeswalker with mana value 3 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Eliminate</div><div>Instant</div><div>Destroy target creature or planeswalker with mana value 3 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div>Extinction Event</div><div>Sorcery</div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   |

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| <div><div>Extinction Event</div><div><div>3</div><div>B</div></div></div> <div>Sorcery</div> <div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                          | <div><div>Extinction Event</div><div><div>3</div><div>B</div></div></div> <div>Sorcery</div> <div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                          | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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## Forest

Basic Land -- Forest

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

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① B

Instant

```
Choose one --
* Destroy target creature with no
  counters on it.
* Remove up to three counters from
  target creature.
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① B

Instant

Choose one --

- \* Destroy target creature with no counters on it.
- \* Remove up to three counters from target creature.

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X G U

Creature -- Jellyfish Hydra Beast

When you cast this spell, you gain half X life and draw half X cards. Round down each time.

Flying, trample

This creature enters with X +1/+1 counters on it.

0/0

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## Island

Basic Land -- Island

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

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| <div> <b>Island</b> </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> <div>L5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <b>Narset, Parter of Veils 1UU</b> </div> <div> Legendary Planeswalker -- Narset </div> <div> Each opponent can't draw more than one card each turn.<br/> [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. </div> <div> <div>L5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                       | <div> <b>Narset, Parter of Veils 1UU</b> </div> <div> Legendary Planeswalker -- Narset </div> <div> Each opponent can't draw more than one card each turn.<br/> [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. </div> <div> <div>L5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                       | <div> <b>Narset, Parter of Veils 1UU</b> </div> <div> Legendary Planeswalker -- Narset </div> <div> Each opponent can't draw more than one card each turn.<br/> [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. </div> <div> <div>L5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Nissa, Who Shakes the World 3GG</b> </div> <div> Legendary Planeswalker -- Nissa </div> <div> Whenever you tap a Forest for mana, add an additional {G}.<br/> [+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land.<br/> [-8]: You get an emblem with "Lands you control have indestructible."<br/> Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle. </div> <div> <div>L5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Nissa, Who Shakes the World 3GG</b> </div> <div> Legendary Planeswalker -- Nissa </div> <div> Whenever you tap a Forest for mana, add an additional {G}.<br/> [+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land.<br/> [-8]: You get an emblem with "Lands you control have indestructible."<br/> Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle. </div> <div> <div>L5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Nissa, Who Shakes the World 3GG</b> </div> <div> Legendary Planeswalker -- Nissa </div> <div> Whenever you tap a Forest for mana, add an additional {G}.<br/> [+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land.<br/> [-8]: You get an emblem with "Lands you control have indestructible."<br/> Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle. </div> <div> <div>L5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Overgrown Tomb</b> </div> <div> Land -- Swamp Forest </div> <div> ({T}: Add {B} or {G}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>L5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                       |

## Overgrown Tomb

Land - - Swamp Forest

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## Swamp

Basic Land -- Swamp

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

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Basic Land -- Swamp

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## Tamiyo, Collector of Tales (2)(G)(U)

Legendary Planeswalker -- Tamiyo

Spells and abilities your opponents control can't cause you to discard cards or sacrifice permanents.

[+1]: Choose a nonland card name, then reveal the top four cards of your library. Put all cards with the chosen name from among them into your hand and the rest into your graveyard.

[-3]: Return target card from your graveyard to your hand.

**L 5**

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## Temple of Deceit

Land

This land enters tapped.  
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)  
{T}: Add {U} or {B}.

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## Ugin, the Spirit Dragon ⑧

Legendary Planeswalker -- Ugin

[+2]: Ugin deals 3 damage to any target.

[-X]: Exile each permanent with mana value X or less that's one or more colors.

[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.

L 7

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| <div><div><div>Uro, Titan of Nature's Wrath</div><div>1G U</div></div><div>Legendary Creature -- Elder Giant</div><div><p>When Uro enters, sacrifice it unless it escaped.</p><p>Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.</p><p>Escape--G G U U, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p></div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Uro, Titan of Nature's Wrath</div><div>1G U</div></div><div>Legendary Creature -- Elder Giant</div><div><p>When Uro enters, sacrifice it unless it escaped.</p><p>Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.</p><p>Escape--G G U U, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p></div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Uro, Titan of Nature's Wrath</div><div>1G U</div></div><div>Legendary Creature -- Elder Giant</div><div><p>When Uro enters, sacrifice it unless it escaped.</p><p>Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.</p><p>Escape--G G U U, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p></div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Uro, Titan of Nature's Wrath</div><div>1G U</div></div><div>Legendary Creature -- Elder Giant</div><div><p>When Uro enters, sacrifice it unless it escaped.</p><p>Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.</p><p>Escape--G G U U, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p></div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Watery Grave</div></div><div>Land -- Island Swamp</div><div><p>{T}: Add {U} or {B}.</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                      | <div><div><div>Watery Grave</div></div><div>Land -- Island Swamp</div><div><p>{T}: Add {U} or {B}.</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                      | <div><div><div>Watery Grave</div></div><div>Land -- Island Swamp</div><div><p>{T}: Add {U} or {B}.</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                      | <div><div><div>Watery Grave</div></div><div>Land -- Island Swamp</div><div><p>{T}: Add {U} or {B}.</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                      |

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| <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>{T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>{T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>{T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                     | <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>{T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                     |
| <div><div>Aether Gust</div><div>Instant</div><div>Choose target spell or permanent<br/>that's red or green. Its owner puts<br/>it on their choice of the top or<br/>bottom of their library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Aether Gust</div><div>Instant</div><div>Choose target spell or permanent<br/>that's red or green. Its owner puts<br/>it on their choice of the top or<br/>bottom of their library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Enter the God-Eternals</div><div>Sorcery</div><div>Enter the God-Eternals deals 4<br/>damage to target creature and you<br/>gain life equal to the damage dealt<br/>this way. Target player mills four<br/>cards. Amass Zombies 4. (Put four<br/>+1/+1 counters on an Army you<br/>control. It's also a Zombie. If you<br/>don't control an Army, create a 0/0<br/>black Zombie Army creature token<br/>first.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Enter the God-Eternals</div><div>Sorcery</div><div>Enter the God-Eternals deals 4<br/>damage to target creature and you<br/>gain life equal to the damage dealt<br/>this way. Target player mills four<br/>cards. Amass Zombies 4. (Put four<br/>+1/+1 counters on an Army you<br/>control. It's also a Zombie. If you<br/>don't control an Army, create a 0/0<br/>black Zombie Army creature token<br/>first.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div>Enter the God-Eternals (2)(U)(U)(B)</div><div>Sorcery</div><div>Enter the God-Eternals deals 4 damage to target creature and you gain life equal to the damage dealt this way. Target player mills four cards. Amass Zombies 4. (Put four +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Extinction Event (3)(B)</div><div>Sorcery</div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Heartless Act (1)(B)</div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mystical Dispute (2)(U)</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div> <div>Noxious Grasp</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Destroy target creature or planeswalker that's green or white. You gain 1 life.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Shark Typhoon</div> <div> <div>5</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thought Distortion</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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