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| <div><div>Assassin's Trophy</div><div><div>B</div><div>G</div></div></div> <div>Instant</div> <div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Assassin's Trophy</div><div><div>B</div><div>G</div></div></div> <div>Instant</div> <div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Assassin's Trophy</div><div><div>B</div><div>G</div></div></div> <div>Instant</div> <div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Assassin's Trophy</div><div><div>B</div><div>G</div></div></div> <div>Instant</div> <div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                     |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Castle Locthwain</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control a Swamp.<br/> {T}: Add {B}.<br/> {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</p> | <b>Deathcap Glade</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or more other lands.<br/> {T}: Add {B} or {G}.</p>                                                                                     | <b>Deathcap Glade</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or more other lands.<br/> {T}: Add {B} or {G}.</p>                                                                                     | <b>Deathcap Glade</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or more other lands.<br/> {T}: Add {B} or {G}.</p>                                                                                                          |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                 | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                 | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                      |
| <b>Deathcap Glade</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control two or more other lands.<br/> {T}: Add {B} or {G}.</p>                                                                            | <b>Deep-Cavern Bat</b> ① ②<br><hr/> Creature -- Bat<br><hr/> <p>Flying, lifelink<br/> When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> | <b>Deep-Cavern Bat</b> ① ②<br><hr/> Creature -- Bat<br><hr/> <p>Flying, lifelink<br/> When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> | <b>Fatal Push</b> ②<br><hr/> Instant<br><hr/> <p>Destroy target creature if it has mana value 2 or less.<br/> Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                        | <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                  | <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                  | 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.

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

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

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2 G

Reach  
Whenever you commit a crime, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

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① B B

Whenever a creature deals combat damage to one of your opponents, its controller may pay 1 life. If they do, they draw a card.

{4}{B}{B}{B}, Discard X cards: Exile the top X cards of target opponent's library. You may play lands and cast spells from among cards exiled this way without paying their mana costs.

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① ② ③

First strike, deathtouch  
Whenever Glissa Sunslayer deals combat damage to a player, choose one --

- \* You draw a card and lose 1 life.
- \* Destroy target enchantment.
- \* Remove up to three counters from target permanent.

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① ② ③

First strike, deathtouch  
Whenever Glissa Sunslayer deals  
combat damage to a player, choose  
one --

- \* You draw a card and lose 1 life.
- \* Destroy target enchantment.
- \* Remove up to three counters from target permanent.

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| <div><div><div>Glissa Sunslayer</div><div><div>1</div><div>B</div><div>G</div></div></div><div>Legendary Creature -- Phyrexian Zombie Elf</div><div>First strike, deathtouch<br/>Whenever Glissa Sunslayer deals combat damage to a player, choose one --<br/>* You draw a card and lose 1 life.<br/>* Destroy target enchantment.<br/>* Remove up to three counters from target permanent.</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Graveyard Trespasser</div><div><div>2</div><div>B</div></div></div><div>Creature -- Human Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div><div>3/3</div></div><div>----- BACK FACE -----</div><div><div>Graveyard Glutton</div><div>Creature -- Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Hive of the Eye Tyrant</div><div></div></div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {B}.<br/>{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Innkeeper's Talent</div><div><div>1</div><div>G</div></div></div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br/>{G}: Level 2<br/>Permanents you control with counters on them have ward {1}.<br/>{3}{G}: Level 3<br/>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Kalitas, Traitor of Ghet</div><div><div>2</div><div>B</div><div>B</div></div></div><div>Legendary Creature -- Vampire Warrior</div><div>Lifelink<br/>If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token.<br/>{2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.</div><div><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Llanowar Wastes</div><div></div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div><div><div>Llanowar Wastes</div><div></div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            | <div><div><div>Mosswood Dreadknight</div><div><div>1</div><div>G</div></div></div><div>Creature -- Human Knight</div><div>Trample<br/>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div><div><div>3/2</div></div><div>----- ADVENTURE -----</div><div><div><div>Dread Whispers</div><div><div>1</div><div>B</div></div></div><div>Sorcery -- Adventure</div><div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

① ② G

Trample  
When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.

3/2

① B

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

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① ⑥

Trample  
When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.

3/2

① ⑧

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

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## Token Land

```
{T}: Add {C}.
{1}: This token becomes a 2/2
creature with all creature types
until end of turn. It's still a
land.
```

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## Token Land

{T}: Add {C}.  
{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land - - Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land - - Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land - - Swamp Forest

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
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life. If you don't, it enters  
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Swamp Forest

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <b>Preacher of the Schism</b> (2)(B)<br><hr/> Creature -- Vampire Cleric<br><hr/> Deathtouch<br>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Questing Beast</b> (2)(G)(G)<br><hr/> Legendary Creature -- Beast<br><hr/> Vigilance, deathtouch, haste<br>Questing Beast can't be blocked by creatures with power 2 or less.<br>Combat damage that would be dealt by creatures you control can't be prevented.<br>Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls.<br><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <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><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <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><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Sheoldred's Edict</b> (1)(B)<br><hr/> Instant<br><hr/> Choose one --<br>* Each opponent sacrifices a nontoken creature of their choice.<br>* Each opponent sacrifices a creature token of their choice.<br>* Each opponent sacrifices a planeswalker of their choice.<br><div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                    | <b>Sheoldred's Edict</b> (1)(B)<br><hr/> Instant<br><hr/> Choose one --<br>* Each opponent sacrifices a nontoken creature of their choice.<br>* Each opponent sacrifices a creature token of their choice.<br>* Each opponent sacrifices a planeswalker of their choice.<br><div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                 | <b>Sheoldred, the Apocalypse</b> (2)(B)(B)<br><hr/> Legendary Creature -- Phyrexian Praetor<br><hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                            | <b>Sheoldred, the Apocalypse</b> (2)(B)(B)<br><hr/> Legendary Creature -- Phyrexian Praetor<br><hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                            |

Playtest cards - Ramos, Jesus - Pioneer (\$10K RCQ - Pioneer - SCG CON Washington DC - Sund

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

|                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                           |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Sunken Citadel</div><div>Land -- Cave</div><div>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          |
| <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tranquil Frillback</div><div>Creature -- Dinosaur</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 --<br/>* Destroy target artifact or enchantment.<br/>* Exile target player's graveyard.<br/>* You gain 4 life.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tranquil Frillback</div><div>Creature -- Dinosaur</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 --<br/>* Destroy target artifact or enchantment.<br/>* Exile target player's graveyard.<br/>* You gain 4 life.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                        | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Urgent Necropsy</b> (2)(B)(G)<br>Instant<br><hr/> As an additional cost to cast this spell, collect evidence X, where X is the total mana value of the permanents this spell targets.<br>Destroy up to one target artifact, up to one target creature, up to one target enchantment, and up to one target planeswalker.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Vraska, Betrayal's Sting</b> (4)(B)(BP)<br>Legendary Planeswalker -- Vraska<br><hr/> Completed ({B/P} can be paid with {B} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br>[0]: You draw a card and lose 1 life. Proliferate.<br>[-2]: Target creature becomes a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color" and loses all other card types and abilities.<br>[-9]: If target player has fewer than nine poison counters, they get a number of poison counters equal to the difference.<br><div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Deadly Cover-Up</b> (3)(B)(B)<br>Sorcery<br><hr/> As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Despise</b> (B)<br>Sorcery<br><hr/> Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                      | <b>Despise</b> (B)<br>Sorcery<br><hr/> Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                      | <b>Duress</b> (B)<br>Sorcery<br><hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                          |

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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3 B

Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)

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3 B B

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.

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①

Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

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① B B

Choose a card name other than a basic land card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then creates a 2/2 black Zombie creature token for each card exiled from their hand this way.

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① ② ③

Whenever a permanent an opponent controls is put into a graveyard from the battlefield, put a +1/+1 counter on Sarulf.

At the beginning of your upkeep, if Sarulf has one or more +1/+1 counters on it, you may remove all of them. If you do, exile each other nonland permanent with mana value less than or equal to the number of counters removed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/3

1 B G

Whenever a permanent an opponent controls is put into a graveyard from the battlefield, put a +1/+1 counter on Sarulf.

At the beginning of your upkeep, if Sarulf has one or more +1/+1 counters on it, you may remove all of them. If you do, exile each other nonland permanent with mana value less than or equal to the number of counters removed this way.

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3/3

① ② G

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)  
Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tear Asunder

①⑥

Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)

Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

[sideboard]

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## Vivien, Arkbow Ranger

①⑥⑥⑥

Legendary Planeswalker -- Vivien

[+1]: Distribute two +1/+1 counters among up to two target creatures. They gain trample until end of turn.  
[-3]: Target creature you control deals damage equal to its power to target creature or planeswalker.  
[-5]: You may reveal a creature card you own from outside the game and put it into your hand.

[sideboard]

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## Weathered Runestone

②

Artifact

Nonland permanent cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

[sideboard]

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