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| <p><b>Amalia Benavides Aguirre</b> (W)(B)</p> <p>Legendary Creature -- Vampire Scout</p> <p>Ward--Pay 3 life.<br/>Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Amalia Benavides Aguirre</b> (W)(B)</p> <p>Legendary Creature -- Vampire Scout</p> <p>Ward--Pay 3 life.<br/>Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Amalia Benavides Aguirre</b> (W)(B)</p> <p>Legendary Creature -- Vampire Scout</p> <p>Ward--Pay 3 life.<br/>Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Amalia Benavides Aguirre</b> (W)(B)</p> <p>Legendary Creature -- Vampire Scout</p> <p>Ward--Pay 3 life.<br/>Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Birthing Ritual</b> (1)(G)</p> <p>Enchantment</p> <p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                   | <p><b>Birthing Ritual</b> (1)(G)</p> <p>Enchantment</p> <p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                   | <p><b>Birthing Ritual</b> (1)(G)</p> <p>Enchantment</p> <p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                   | <p><b>Birthing Ritual</b> (1)(G)</p> <p>Enchantment</p> <p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                   |

## Blooming Marsh

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blooming Marsh

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Boseiju, Who Endures

## Legendary Land

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

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## Cauldron Familiar

(B)

Creature -- Cat

When this creature enters, each opponent loses 1 life and you gain 1 life.  
Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cauldron Familiar

**B**

Creature -- Cat

When this creature enters, each opponent loses 1 life and you gain 1 life.

Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cauldron Familiar

**B**

Creature -- Cat

When this creature enters, each opponent loses 1 life and you gain 1 life.

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cauldron Familiar

(B)

Creature -- Cat

When this creature enters, each opponent loses 1 life and you gain 1 life.

Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cenote Scout

**G**

Creature -- Merfolk Scout

When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Chord of Calling (X)(G)(G)(G)</div> <div>Instant</div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Chord of Calling (X)(G)(G)(G)</div> <div>Instant</div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Chord of Calling (X)(G)(G)(G)</div> <div>Instant</div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Chord of Calling (X)(G)(G)(G)</div> <div>Instant</div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Concealed Courtyard</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                       | <div>Delighted Halfling (G)</div> <div>Creature -- Halfling Citizen</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <div>Delighted Halfling (G)</div> <div>Creature -- Halfling Citizen</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <div>Dryad Arbor</div> <div>Land Creature -- Forest Dryad</div> <div> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                             |

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| <div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Reach</div> <div>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                           | <div> <div>Gilded Goose</div> <div>G</div> </div> <div> <div>Creature -- Bird</div> <div>Flying</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>{1}{G}, {T}: Create a Food token. {T}, Sacrifice a Food: Add one mana of any color.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Gilded Goose</div> <div>G</div> </div> <div> <div>Creature -- Bird</div> <div>Flying</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>{1}{G}, {T}: Create a Food token. {T}, Sacrifice a Food: Add one mana of any color.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Gilded Goose</div> <div>G</div> </div> <div> <div>Creature -- Bird</div> <div>Flying</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>{1}{G}, {T}: Create a Food token. {T}, Sacrifice a Food: Add one mana of any color.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                   | <div> <div>Gilded Goose</div> <div>G</div> </div> <div> <div>Creature -- Bird</div> <div>Flying</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>{1}{G}, {T}: Create a Food token. {T}, Sacrifice a Food: Add one mana of any color.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Godless Shrine</div> </div> <div> <div>Land -- Plains Swamp</div> <div>({T}: Add {W} or {B}.)</div> <div>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>Haywire Mite</div> <div>1</div> </div> <div> <div>Artifact Creature -- Insect</div> <div>When this creature dies, you gain 2 life.</div> <div>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                 |

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| <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                                                                                                                                                                                                                             | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                                                                                                                                                                                                                             |
| <b>Return to the Ranks</b> (X)(W)(W)<br>Sorcery<br>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br>Return X target creature cards with mana value 2 or less from your graveyard to the battlefield.                           | <b>Return to the Ranks</b> (X)(W)(W)<br>Sorcery<br>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br>Return X target creature cards with mana value 2 or less from your graveyard to the battlefield.                           | <b>Samwise Gamgee</b> (G)(W)<br>Legendary Creature -- Halfling Peasant<br>Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legendaries, and Sagas are historic.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Samwise Gamgee</b> (G)(W)<br>Legendary Creature -- Halfling Peasant<br>Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legendaries, and Sagas are historic.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Samwise Gamgee</div><div><div>G</div><div>W</div></div></div><div><div>Legendary Creature -- Halfling Peasant</div><div>Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.)</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Samwise Gamgee</div><div><div>G</div><div>W</div></div></div><div><div>Legendary Creature -- Halfling Peasant</div><div>Whenever another nontoken creature you control enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Sacrifice three Foods: Return target historic card from your graveyard to your hand. (Artifacts, legends, and Sagas are historic.)</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                 | <div><div><div>Temple Garden</div></div><div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                  |
| <div><div><div>Temple Garden</div></div><div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                                                                                               | <div><div><div>Underground Mortuary</div></div><div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                                                                                                                                       | <div><div><div>Verdant Catacombs</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div>Verdant Catacombs</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Creature -- Vampire Wizard

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Creature -- Vampire Wizard

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Vampire Wizard

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Creature -- Vampire Wizard

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Creature -- Elemental

Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Creature -- Elemental

Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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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| <div><div><div>Wildgrowth Walker</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Elemental</div><div>Whenever a creature you control explores, put a +1/+1 counter on this creature and you gain 3 life.</div><div><div>1/3</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Windswept Heath</div><div>Land</div></div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                              | <div><div><div>Windswept Heath</div><div>Land</div></div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                              | <div><div><div>Windswept Heath</div><div>Land</div></div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                              |
| <div><div><div>Windswept Heath</div><div>Land</div></div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                  | <div><div><div>Damping Sphere</div><div>Artifact</div></div><div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Damping Sphere</div><div>Artifact</div></div><div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Damping Sphere</div><div>Artifact</div></div><div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Endurance</b> ①⑥⑥<br>Creature -- Elemental Incarnation<br>Flash<br>Reach<br>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br>Evoke--Exile a green card from your hand.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Endurance</b> ①⑥⑥<br>Creature -- Elemental Incarnation<br>Flash<br>Reach<br>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br>Evoke--Exile a green card from your hand.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fatal Push</b> ⑧<br>Instant<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fatal Push</b> ⑧<br>Instant<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Fatal Push</b> ⑧<br>Instant<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                   | <b>Flare of Malice</b> ②⑧⑧<br>Instant<br>You may sacrifice a nontoken black creature rather than pay this spell's mana cost.<br>Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                        | <b>Haywire Mite</b> ①<br>Artifact Creature -- Insect<br>When this creature dies, you gain 2 life.<br>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                       | <b>Reclamation Sage</b> ②⑥<br>Creature -- Elf Shaman<br>When this creature enters, you may destroy target artifact or enchantment.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                     |

① W

When this creature enters, choose one --

- \* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.
- \* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.

[sidebar]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

```
When this creature enters, choose
one --
* Remove all counters from target
creature. It can't have counters put
on it for as long as this creature
remains on the battlefield.
* Target opponent loses all
counters. That player can't get
counters for as long as this
creature remains on the battlefield.
```

[sidebar]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

[sideboard]

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