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| <b>Anoint with Affliction ①②</b><br><hr/> Instant<br><hr/> Exile target creature if it has mana value 3 or less.<br>Corrupted -- Exile that creature instead if its controller has three or more poison counters. <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                  | <b>Archfiend of the Dross ②③③</b><br><hr/> Creature -- Phyrexian Demon<br><hr/> Flying<br>This creature enters with four oil counters on it.<br>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br>Whenever a creature an opponent controls dies, its controller loses 2 life. <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Archfiend of the Dross ②③③</b><br><hr/> Creature -- Phyrexian Demon<br><hr/> Flying<br>This creature enters with four oil counters on it.<br>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br>Whenever a creature an opponent controls dies, its controller loses 2 life. <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Archfiend of the Dross ②③③</b><br><hr/> Creature -- Phyrexian Demon<br><hr/> Flying<br>This creature enters with four oil counters on it.<br>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br>Whenever a creature an opponent controls dies, its controller loses 2 life. <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Archfiend of the Dross ②③③</b><br><hr/> Creature -- Phyrexian Demon<br><hr/> Flying<br>This creature enters with four oil counters on it.<br>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.<br>Whenever a creature an opponent controls dies, its controller loses 2 life. <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Blooming Marsh</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {G}. <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                          | <b>Blooming Marsh</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {G}. <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                          | <b>Blooming Marsh</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {B} or {G}. <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                          |

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| <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div><div><b>Cut Down</b></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 | <div><div><b>Cut Down</b></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Cut Down</b></div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div><b>Duress</b></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Duress</b></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>( {T} : Add {G} . )</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                    | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>( {T} : Add {G} . )</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                    |

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                            | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                            | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                            | <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Glissa Sunslayer1B6</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>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glissa Sunslayer1B6</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>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glissa Sunslayer1B6</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>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Go for the Throat1B</div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      |

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| <p><b>Go for the Throat</b> (1)(B)</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Go for the Throat</b> (1)(B)</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Go for the Throat</b> (1)(B)</p> <p>Instant</p> <p>Destroy target nonartifact creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Llanowar Elves</b> (G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                               |
| <p><b>Llanowar Elves</b> (G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>     | <p><b>Llanowar Elves</b> (G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>     | <p><b>Llanowar Elves</b> (G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>     | <p><b>Llanowar Wastes</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}: Add {B} or {G}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                      | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                      | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                      | <div>Mosswood Dreadknight</div> <div>16</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>1B</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>Mosswood Dreadknight</div> <div>16</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>1B</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>Mosswood Dreadknight</div> <div>16</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>1B</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>Mosswood Dreadknight</div> <div>16</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>1B</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>Preacher of the Schism</div> <div>2B</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch</div> <div>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.</div> <div>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.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 |



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| <div><div>Soulstone Sanctuary</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                            | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tranquil Frillback</div><div>26</div><div>Creature -- Dinosaur</div><div><div>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</div><div>* Destroy target artifact or enchantment.</div><div>* Exile target player's graveyard.</div><div>* You gain 4 life.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Unholy Annex</div><div>2B</div><div>Enchantment -- Room</div><div><div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</div><div>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>----- RIGHT HALF -----</div><div><div>Ritual Chamber</div><div>3BB</div><div>Enchantment -- Room</div><div><div>When you unlock this door, create a 6/6 black Demon creature token with flying.</div><div>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |

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| <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div>Ritual Chamber3BB</div> <div>Enchantment -- Room</div> <div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unstoppable Slasher2B</div> <div>Creature -- Zombie Assassin</div> <div>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.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Choking Miasma1BBB</div> <div>Sorcery</div> <div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>If this spell was kicked, put a +1/+1 counter on a creature you control.<br/>All creatures get -2/-2 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                          | <div>Choking Miasma1BBB</div> <div>Sorcery</div> <div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>If this spell was kicked, put a +1/+1 counter on a creature you control.<br/>All creatures get -2/-2 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                          | <div>Dreams of Steel and OilB</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                       | <div>Dreams of Steel and OilB</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  |

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| <div> <b>Ghost Vacuum</b> <span>1</span> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                           | <div> <b>Gix's Command</b> <span>3</span><span>B</span><span>B</span> </div> <div>Sorcery</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</li> <li>* Destroy each creature with power 2 or less.</li> <li>* Return up to two creature cards from your graveyard to your hand.</li> <li>* Each opponent sacrifices a creature with the greatest power among creatures they control.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Gix's Command</b> <span>3</span><span>B</span><span>B</span> </div> <div>Sorcery</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</li> <li>* Destroy each creature with power 2 or less.</li> <li>* Return up to two creature cards from your graveyard to your hand.</li> <li>* Each opponent sacrifices a creature with the greatest power among creatures they control.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                           | <div> <b>Liliana of the Veil</b> <span>1</span><span>B</span><span>B</span> </div> <div>Legendary Planeswalker -- Liliana</div> <div> <p>[+1]: Each player discards a card.</p> <p>[-2]: Target player sacrifices a creature.</p> <p>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Liliana of the Veil</b> <span>1</span><span>B</span><span>B</span> </div> <div>Legendary Planeswalker -- Liliana</div> <div> <p>[+1]: Each player discards a card.</p> <p>[-2]: Target player sacrifices a creature.</p> <p>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Maelstrom Pulse</b> <span>1</span><span>B</span><span>G</span> </div> <div>Sorcery</div> <div> <p>Destroy target nonland permanent and all other permanents with the same name as that permanent.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                             | <div> <b>Nissa, Ascended Animist</b> <span>3</span><span>G</span><span>G</span><span>GP</span><span>GP</span> </div> <div>Legendary Planeswalker -- Nissa</div> <div> <p>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)</p> <p>[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.</p> <p>[-1]: Destroy target artifact or enchantment.</p> <p>[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</p> <p>[sideboard]</p> </div> <div> <div>L 7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Scavenging Ooze</b> <span>1</span><span>G</span> </div> <div>Creature -- Ooze</div> <div> <p>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                          |

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| <div> <div>Tear Asunder<div>16</div></div> <div>Instant</div> <div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</div> <div>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tear Asunder<div>16</div></div> <div>Instant</div> <div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</div> <div>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tranquil Frillback<div>26</div></div> <div>Creature -- Dinosaur</div> <div> <div>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</div> <div>* Destroy target artifact or enchantment.</div> <div>* Exile target player's graveyard.</div> <div>* You gain 4 life.</div> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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