

<div> Boseiju, Who Endures </div> <div> Legendary Land </div> <div> {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. </div> <div> <div>2/2</div> </div> <div> ----- ADVENTURE ----- </div> <div> <div> Fetch Quest </div> <div> Sorcery -- Adventure </div> <div> Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Bramble Familiar </div> <div> Creature -- Elemental Raccoon </div> <div> {T}: Add {G}. {1}{G}, {T}, Discard a card: Return this creature to its owner's hand. </div> <div> <div>2/2</div> </div> <div> ----- ADVENTURE ----- </div> <div> <div> Fetch Quest </div> <div> Sorcery -- Adventure </div> <div> Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Bramble Familiar </div> <div> Creature -- Elemental Raccoon </div> <div> {T}: Add {G}. {1}{G}, {T}, Discard a card: Return this creature to its owner's hand. </div> <div> <div>2/2</div> </div> <div> ----- ADVENTURE ----- </div> <div> <div> Fetch Quest </div> <div> Sorcery -- Adventure </div> <div> Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Bramble Familiar </div> <div> Creature -- Elemental Raccoon </div> <div> {T}: Add {G}. {1}{G}, {T}, Discard a card: Return this creature to its owner's hand. </div> <div> <div>2/2</div> </div> <div> ----- ADVENTURE ----- </div> <div> <div> Fetch Quest </div> <div> Sorcery -- Adventure </div> <div> Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div>Cemetery Desecrator (4)(B)(B)</div> <div>Creature -- Zombie</div> <div>Menace When this creature enters or dies, exile another card from a graveyard. When you do, choose one -- * Remove X counters from target permanent, where X is the mana value of the exiled card. * Target creature an opponent controls gets -X/-X until end of turn, where X is the mana value of the exiled card.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Elesh Norn, Mother of Machines (4)(W)</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger.</div> <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Harvester of Misery (3)(B)(B)</div> <div>Creature -- Spirit</div> <div>Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Herd Migration (6)(G)</div> <div>Sorcery</div> <div>Domain -- Create a 3/3 green Beast creature token for each basic land type among lands you control. {1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Herd Migration (6)(G)</div> <div>Sorcery</div> <div>Domain -- Create a 3/3 green Beast creature token for each basic land type among lands you control. {1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Herd Migration (6)(G)</div> <div>Sorcery</div> <div>Domain -- Create a 3/3 green Beast creature token for each basic land type among lands you control. {1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Herd Migration (6)(G)</div> <div>Sorcery</div> <div>Domain -- Create a 3/3 green Beast creature token for each basic land type among lands you control. {1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - Matsukasa10 - Standard (Standard Challenge 32)

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 2/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Ill-Timed Explosion (2)(U)(R)</div> <div>Sorcery</div> <div> <p>Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Ill-Timed Explosion (2)(U)(R)</div> <div>Sorcery</div> <div> <p>Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Ill-Timed Explosion (2)(U)(R)</div> <div>Sorcery</div> <div> <p>Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Ill-Timed Explosion (2)(U)(R)</div> <div>Sorcery</div> <div> <p>Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Invasion of Alara (W)(U)(B)(R)(G)</div> <div>Battle -- Siege</div> <div> <p>When this Siege enters, exile cards from the top of your library until you exile two nonland cards with mana value 4 or less. You may cast one of those two cards without paying its mana cost. Put one of them into your hand. Then put the other cards exiled this way on the bottom of your library in a random order.</p> <div>D 7</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Invasion of Alara (W)(U)(B)(R)(G)</div> <div>Battle -- Siege</div> <div> <p>When this Siege enters, exile cards from the top of your library until you exile two nonland cards with mana value 4 or less. You may cast one of those two cards without paying its mana cost. Put one of them into your hand. Then put the other cards exiled this way on the bottom of your library in a random order.</p> <div>D 7</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Invasion of Alara (W)(U)(B)(R)(G)</div> <div>Battle -- Siege</div> <div> <p>When this Siege enters, exile cards from the top of your library until you exile two nonland cards with mana value 4 or less. You may cast one of those two cards without paying its mana cost. Put one of them into your hand. Then put the other cards exiled this way on the bottom of your library in a random order.</p> <div>D 7</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Invasion of Alara (W)(U)(B)(R)(G)</div> <div>Battle -- Siege</div> <div> <p>When this Siege enters, exile cards from the top of your library until you exile two nonland cards with mana value 4 or less. You may cast one of those two cards without paying its mana cost. Put one of them into your hand. Then put the other cards exiled this way on the bottom of your library in a random order.</p> <div>D 7</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
<div> <div>Awaken the Maelstrom</div> <div>Sorcery</div> <div> <p>Awaken the Maelstrom is all colors. Target player draws two cards. You may put an artifact card from your hand onto the battlefield. Create a token that's a copy of a permanent you control. Distribute three +1/+1 counters among one, two, or three creatures you control. Destroy target permanent an opponent controls.</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Awaken the Maelstrom</div> <div>Sorcery</div> <div> <p>Awaken the Maelstrom is all colors. Target player draws two cards. You may put an artifact card from your hand onto the battlefield. Create a token that's a copy of a permanent you control. Distribute three +1/+1 counters among one, two, or three creatures you control. Destroy target permanent an opponent controls.</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Awaken the Maelstrom</div> <div>Sorcery</div> <div> <p>Awaken the Maelstrom is all colors. Target player draws two cards. You may put an artifact card from your hand onto the battlefield. Create a token that's a copy of a permanent you control. Distribute three +1/+1 counters among one, two, or three creatures you control. Destroy target permanent an opponent controls.</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Awaken the Maelstrom</div> <div>Sorcery</div> <div> <p>Awaken the Maelstrom is all colors. Target player draws two cards. You may put an artifact card from your hand onto the battlefield. Create a token that's a copy of a permanent you control. Distribute three +1/+1 counters among one, two, or three creatures you control. Destroy target permanent an opponent controls.</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>{T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>{T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline Binding</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<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>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Trumpeting Carnosaur</div><div>4RR</div><div>Creature -- Dinosaur</div><div>Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Trumpeting Carnosaur</div><div>4RR</div><div>Creature -- Dinosaur</div><div>Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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<div><div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div><div>({T}: Add {B}, {R}, or {G}.)</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div><div>({T}: Add {B}, {R}, or {G}.)</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div><div>({T}: Add {B}, {R}, or {G}.)</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div><div>({T}: Add {B}, {R}, or {G}.)</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div> <div>Cease</div> <div> <div>1</div> <div>6/6</div> </div> </div> <div>Instant</div> <div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div> <div>[sideboard]</div> <div>4/4</div> <div>----- RIGHT HALF -----</div> <div> <div>Desist</div> <div> <div>4</div> <div>6/W</div> <div>6/W</div> </div> </div> <div>Sorcery</div> <div>Destroy all artifacts and enchantments.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Decadent Dragon</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Dragon</div> <div>Flying, trample Whenever this creature attacks, create a Treasure token.</div> <div>[sideboard]</div> <div>4/4</div> <div>----- ADVENTURE -----</div> <div> <div>Expensive Taste</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Instant -- Adventure</div> <div>Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Decadent Dragon</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Dragon</div> <div>Flying, trample Whenever this creature attacks, create a Treasure token.</div> <div>[sideboard]</div> <div>4/4</div> <div>----- ADVENTURE -----</div> <div> <div>Expensive Taste</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Instant -- Adventure</div> <div>Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Decadent Dragon</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Dragon</div> <div>Flying, trample Whenever this creature attacks, create a Treasure token.</div> <div>[sideboard]</div> <div>4/4</div> <div>----- ADVENTURE -----</div> <div> <div>Expensive Taste</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Instant -- Adventure</div> <div>Exile the top two cards of target opponent's library face down. You may look at and play those cards for as long as they remain exiled.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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Playtest cards - Matsukasa10 - Standard (Standard Challenge 32)

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 9/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>The Cruelty of Gix (3)(B)(B)</div> <div>Enchantment -- Saga</div> <div> <p>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)</p> <p>I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.</p> <p>II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.</p> <p>III -- Put target creature card from a graveyard onto the battlefield under your control.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Unlicensed Hearse (2)</div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Urgent Necropsy (2)(B)(G)</div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, collect evidence X, where X is the total mana value of the permanents this spell targets. Destroy up to one target artifact, up to one target creature, up to one target enchantment, and up to one target planeswalker.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	