

<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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Cemetery Desecrator (4)(B)(B) Creature -- Zombie <hr/> 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>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Elesh Norn, Mother of Machines (4)(W) Legendary Creature -- Phyrexian Praetor <hr/> 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>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Forest Basic Land -- Forest <hr/> ({T}: Add {G}.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Herd Migration (6)(G) Sorcery <hr/> 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>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 3/10 - 8 cards - 2.5 x 3.5 in each

<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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Nurturing Bristleback 566</div><div>Creature -- Dinosaur</div><div>When this creature enters, create a 3/3 green Dinosaur creature token. Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Nurturing Bristleback 566</div><div>Creature -- Dinosaur</div><div>When this creature enters, create a 3/3 green Dinosaur creature token. Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Nurturing Bristleback 566</div><div>Creature -- Dinosaur</div><div>When this creature enters, create a 3/3 green Dinosaur creature token. Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Nurturing Bristleback 566</div><div>Creature -- Dinosaur</div><div>When this creature enters, create a 3/3 green Dinosaur creature token. Forestcycling {2} ({2}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Pithing Needle 1</div><div>Artifact</div><div>As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>({T}: Add {W}, {U}, or {B}.) 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><div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>({T}: Add {W}, {U}, or {B}.) 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>

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<div><div>Trumpeting Carnosaur (4)(R)(R)</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 (4)(R)(R)</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>Virtue of Persistence (5)(B)(B)</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div><div>-----ADVENTURE-----</div><div><div>Lothwain Scorn (1)(B)</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Virtue of Persistence (5)(B)(B)</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div><div>-----ADVENTURE-----</div><div><div>Lothwain Scorn (1)(B)</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></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>Decadent Dragon (2)(R)(R)</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>Expensive Taste (2)(B)</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>Decadent Dragon (2)(R)(R)</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>Expensive Taste (2)(B)</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>Decadent Dragon (2)(R)(R)</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>Expensive Taste (2)(B)</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>Decadent Dragon (2)(R)(R)</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>Expensive Taste (2)(B)</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>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>[sideboard]</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Nissa, Ascended Animist (3)(G)(G)(GP)(GP)</div> <div>Legendary Planeswalker -- Nissa</div> <div>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.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</div> <div>[sideboard]</div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Nissa, Ascended Animist (3)(G)(G)(GP)(GP)</div> <div>Legendary Planeswalker -- Nissa</div> <div>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.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</div> <div>[sideboard]</div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Pick Your Poison (G)</div> <div>Sorcery</div> <div>Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice.</div> <div>[sideboard]</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 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>	