

<div> Boseiju, Who Endures </div> <div> <p> Legendary Land </p> <p> {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. </p> <div>2/2</div> <div> ----- ADVENTURE ----- </div> <div> Fetch Quest </div> <div> <p> Sorcery -- Adventure </p> <p> Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield. </p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Bramble Familiar </div> <div> <p> Creature -- Elemental Raccoon </p> <p> {T}: Add {G}. {1}{G}, {T}, Discard a card: Return this creature to its owner's hand. </p> <div>2/2</div> <div> ----- ADVENTURE ----- </div> <div> Fetch Quest </div> <div> <p> Sorcery -- Adventure </p> <p> Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield. </p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Bramble Familiar </div> <div> <p> Creature -- Elemental Raccoon </p> <p> {T}: Add {G}. {1}{G}, {T}, Discard a card: Return this creature to its owner's hand. </p> <div>2/2</div> <div> ----- ADVENTURE ----- </div> <div> Fetch Quest </div> <div> <p> Sorcery -- Adventure </p> <p> Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield. </p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Bramble Familiar </div> <div> <p> Creature -- Elemental Raccoon </p> <p> {T}: Add {G}. {1}{G}, {T}, Discard a card: Return this creature to its owner's hand. </p> <div>2/2</div> <div> ----- ADVENTURE ----- </div> <div> Fetch Quest </div> <div> <p> Sorcery -- Adventure </p> <p> Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield. </p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </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 1/10 - 8 cards - 2.5 x 3.5 in each

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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<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>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>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>({T}: Add {G}, {W}, or {U}.) 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>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>({T}: Add {G}, {W}, or {U}.) 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>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>({T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</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>{T}: Add {B}, {R}, or {G}.) 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>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) 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>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) 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>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) 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>
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<div> <div>Decadent Dragon</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <div>Flying, trample</div> <div>Whenever this creature attacks, create a Treasure token.</div> <div>[sideboard]</div> <div>4/4</div> </div> <div> <div>Expensive Taste</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Instant -- Adventure</div> <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></div>	<div> <div>Decadent Dragon</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <div>Flying, trample</div> <div>Whenever this creature attacks, create a Treasure token.</div> <div>[sideboard]</div> <div>4/4</div> </div> <div> <div>Expensive Taste</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Instant -- Adventure</div> <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></div>	<div> <div>Decadent Dragon</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <div>Flying, trample</div> <div>Whenever this creature attacks, create a Treasure token.</div> <div>[sideboard]</div> <div>4/4</div> </div> <div> <div>Expensive Taste</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Instant -- Adventure</div> <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></div>	<div> <div>Decadent Dragon</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <div>Flying, trample</div> <div>Whenever this creature attacks, create a Treasure token.</div> <div>[sideboard]</div> <div>4/4</div> </div> <div> <div>Expensive Taste</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Instant -- Adventure</div> <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></div>
<div> <div>Harvester of Misery</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> <div>Menace</div> <div>When this creature enters, other creatures get -2/-2 until end of turn.</div> <div>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.</div> <div>[sideboard]</div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Malevolent Hermit</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>{U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}.</div> <div>Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</div> <div>[sideboard]</div> <div>2/1</div> </div> <div> <div>BACK FACE</div> <div> <div>Benevolent Geist</div> <div> <div>Creature -- Spirit Wizard</div> <div> <div>Flying</div> <div>Noncreature spells you control can't be countered.</div> <div>If Benevolent Geist would be put into a graveyard from anywhere, exile it instead.</div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div></div>	<div> <div>Malevolent Hermit</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>{U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}.</div> <div>Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</div> <div>[sideboard]</div> <div>2/1</div> </div> <div> <div>BACK FACE</div> <div> <div>Benevolent Geist</div> <div> <div>Creature -- Spirit Wizard</div> <div> <div>Flying</div> <div>Noncreature spells you control can't be countered.</div> <div>If Benevolent Geist would be put into a graveyard from anywhere, exile it instead.</div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div></div>	<div> <div>Malevolent Hermit</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>{U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}.</div> <div>Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.)</div> <div>[sideboard]</div> <div>2/1</div> </div> <div> <div>BACK FACE</div> <div> <div>Benevolent Geist</div> <div> <div>Creature -- Spirit Wizard</div> <div> <div>Flying</div> <div>Noncreature spells you control can't be countered.</div> <div>If Benevolent Geist would be put into a graveyard from anywhere, exile it instead.</div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div></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>Malevolent Hermit<div>①U</div></div> <div>Creature -- Human Wizard</div> <div> {U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}. Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.) </div> <div>[sideboard]</div> <div>2/1</div> <div>----- BACK FACE -----</div> <div>Benevolent Geist</div> <div>Creature -- Spirit Wizard</div> <div> Flying Noncreature spells you control can't be countered. If Benevolent Geist would be put into a graveyard from anywhere, exile it instead. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Unlicensed Hearse<div>②</div></div> <div>Artifact -- Vehicle</div> <div> {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 </div> <div>[sideboard]</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Urgent Necropsy<div>②B⑥</div></div> <div>Instant</div> <div> 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. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div></div>		