

<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

<div>Cemetery Desecrator (4)(B)(B)</div> <div>Creature -- Zombie</div> <div>Menace</div> <div>When this creature enters or dies, exile another card from a graveyard. When you do, choose one --</div> <div>* Remove X counters from target permanent, where X is the mana value of the exiled card.</div> <div>* 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</div> <div>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.</div> <div>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>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.</div> <div>{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>
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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

<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>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 Binding5W</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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Raffine's Tower

Land -- Plains Island Swamp

(**{T}**: Add **{W}**, **{U}**, or **{B}**.)
This land enters tapped.
Cycling **{3}** (**{3}**, Discard this card:
Draw a card.)

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Spara's Headquarters

Land -- Forest Plains Island

(**{T}**: Add **{G}**, **{W}**, or **{U}**.)
This land enters tapped.
Cycling **{3}** (**{3}**, Discard this card:
Draw a card.)

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Spara's Headquarters

Land -- Forest Plains Island

(**{T}**: Add **{G}**, **{W}**, or **{U}**.)
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Cycling {3} (**{3}**, Discard this card:
Draw a card.)

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Spara's Headquarters

Land -- Forest Plains Island

({T}: Add {G}, {W}, or {U}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

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Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

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The Cruelty of Gix (3BB)

Enchantment - - Saga

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.)

I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.

II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.

III -- Put target creature card from a graveyard onto the battlefield under your control.

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Trumpeting Carnosaur (4)(R)(R)

Creature -- Dinosaur

Trample
When this creature enters, discover
5.
{2}{R}, Discard this card: It deals
3 damage to target creature or
planeswalker.

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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>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>
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Xander's Lounge

Land -- Island Swamp Mountain

(T}: Add {U}, {B}, or {R}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

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Ziatora's Proving Ground

Land -- Swamp Mountain Forest

([T]: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ([3], Discard this card:
Draw a card.)

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Ziatora's Proving Ground

Land -- Swamp Mountain Forest

([T]: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ([3], Discard this card:
Draw a card.)

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Ziatora's Proving Ground

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

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Brotherhood's End (1)(R)(R)

Sorcery

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Choose one --
* Brotherhood's End deals 3 damage
to each creature and each
planeswalker.
* Destroy all artifacts with mana
value 3 or less.
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Brotherhood's End (1)(R)(R)

Sorcery

Choose one --

- * Brotherhood's End deals 3 damage to each creature and each planeswalker.
- * Destroy all artifacts with mana value 3 or less.

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Chimil, the Inner Sun ⑥

Legendary Artifact

Spells you control can't be countered.

At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

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Decadent Dragon (2)(R)(R)

Creature -- Dragon

Flying, trample
Whenever this creature attacks, create
a Treasure token.

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4/4

- - - ADVENTURE - - -

Expensive Taste (2)(B)

Instant -- Adventure

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.

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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>ADVENTURE</div> <div>Expensive Taste</div> <div> <div>2</div> <div>B</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> <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>ADVENTURE</div> <div>Expensive Taste</div> <div> <div>2</div> <div>B</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> <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>ADVENTURE</div> <div>Expensive Taste</div> <div> <div>2</div> <div>B</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> <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>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>
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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> Unlicensed Hearse <div>2</div> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Urgent Necropsy <div>2B6</div> </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>	<div> <div> Urgent Necropsy <div>2B6</div> </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>	
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