

<div> <div>Annex Sentry</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Artifact Creature -- Phyrexian Cleric</div> <div> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> <p>When this creature enters, exile target artifact or creature an opponent controls with mana value 3 or less until this creature leaves the battlefield.</p> </div> <div> <div>1/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Bilious Skulldweller</div> <div> <div>B</div> </div> </div> <div>Creature -- Phyrexian Insect</div> <div> <p>Deathtouch</p> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Bilious Skulldweller</div> <div> <div>B</div> </div> </div> <div>Creature -- Phyrexian Insect</div> <div> <p>Deathtouch</p> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Bilious Skulldweller</div> <div> <div>B</div> </div> </div> <div>Creature -- Phyrexian Insect</div> <div> <p>Deathtouch</p> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> </div> <div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div> <div>Crawling Chorus</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Phyrexian Horror</div> <div> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> <p>When this creature dies, create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Crawling Chorus</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Phyrexian Horror</div> <div> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> <p>When this creature dies, create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Crawling Chorus</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Phyrexian Horror</div> <div> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> <p>When this creature dies, create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Crawling Chorus</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Phyrexian Horror</div> <div> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> <p>When this creature dies, create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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Playtest cards - Yopohan - Standard (Standard League)

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>Expel the Interlopers (3)(W)(W)</div><div>Sorcery</div><div>Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Expel the Interlopers (3)(W)(W)</div><div>Sorcery</div><div>Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Go for the Throat (1)(B)</div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Go for the Throat (1)(B)</div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Plains

Basic Land -- Plains

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

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Restless Fortress

Land

This land enters tapped.
{T}: Add {W} or {B}.
{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.
Whenever this land attacks, defending player loses 2 life and you gain 2 life.

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Skrelv, Defector Mite (W)

Legendary Artifact Creature -- Phyrexian Mite

Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Skelv can't block.
{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)

1/1

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<div><div><div>Skrelv's Hive</div><div>1W</div></div><div>Enchantment</div><div><p>At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."</p><p>Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>The Seedcore</div></div><div>Land -- Sphere</div><div><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color. Spend this mana only to cast Phyrexian creature spells.</p><p>Corrupted -- {T}: Target 1/1 creature gets +2/+1 until end of turn. Activate only if an opponent has three or more poison counters.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>The Seedcore</div> <div>Land -- Sphere</div> <div> {[T]}: Add {[C]}. {[T]}: Add one mana of any color. Spend this mana only to cast Phyrexian creature spells. Corrupted -- {[T]}: Target 1/1 creature gets +2/+1 until end of turn. Activate only if an opponent has three or more poison counters. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div>Tocasias Welcome</div> <div>Enchantment</div> <div> Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div>Tocasias Welcome</div> <div>Enchantment</div> <div> Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div>Tocasias Welcome</div> <div>Enchantment</div> <div> Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div>Annex Sentry</div> <div>Artifact Creature -- Phyrexian Cleric</div> <div> Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) When this creature enters, exile target artifact or creature an opponent controls with mana value 3 or less until this creature leaves the battlefield. </div> <div>[sideboard]</div> <div> 1/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div>Drown in Ichor</div> <div>Sorcery</div> <div> Target creature gets -4/-4 until end of turn. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div>Drown in Ichor</div> <div>Sorcery</div> <div> Target creature gets -4/-4 until end of turn. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div>Duress</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>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Duress (B) <hr/> Sorcery <hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) <hr/> Sorcery <hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knockout Blow (2)(W) <hr/> Instant <hr/> This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knockout Blow (2)(W) <hr/> Instant <hr/> This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Knockout Blow (2)(W) <hr/> Instant <hr/> This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kutzil's Flanker (2)(W) <hr/> Creature -- Cat Warrior <hr/> Flash When this creature enters, choose one -- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn. * You gain 2 life and scry 2. * Exile target player's graveyard. [sideboard] <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pest Control (W)(B) <hr/> Sorcery <hr/> Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pest Control (W)(B) <hr/> Sorcery <hr/> Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Vraska, Betrayal's Sting</div> <div> <div>4</div> <div>B</div> <div>BP</div> </div> </div> <div> <div>Legendary Planeswalker -- Vraska</div> <div> <p>Completed ({B/P} can be paid with {B} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</p> <p>[0]: You draw a card and lose 1 life. Proliferate.</p> <p>[-2]: Target creature becomes a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color" and loses all other card types and abilities.</p> <p>[-9]: If target player has fewer than nine poison counters, they get a number of poison counters equal to the difference.</p> <p>[sideboard]</p> </div> </div> <div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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Playtest cards - Yopohan - Standard (Standard League)

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