

Blooming Marsh <hr/> Land <hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.	Blooming Marsh <hr/> Land <hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.	Blooming Marsh <hr/> Land <hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.	Blooming Marsh <hr/> Land <hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.
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Boseiju, Who Endures <hr/> Legendary Land <hr/> {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.	Boseiju, Who Endures <hr/> Legendary Land <hr/> {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.	Caustic Bronco 1 B <hr/> Creature -- Snake Horse Mount <hr/> Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)	Caustic Bronco 1 B <hr/> Creature -- Snake Horse Mount <hr/> Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)
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<div><div><div>Caustic Bronco</div><div><div>1</div><div>B</div></div></div><div><div>Creature -- Snake Horse Mount</div><div>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Caustic Bronco</div><div><div>1</div><div>B</div></div></div><div><div>Creature -- Snake Horse Mount</div><div>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Cut Down</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Cut Down</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Cut Down</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Cut Down</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div>Deathcap Glade</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deathcap Glade</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deathcap Glade</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deathcap Glade</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>Gix's Command3BB</div> <div>Sorcery</div> <div>Choose two --</div> <div>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</div> <div>* Destroy each creature with power 2 or less.</div> <div>* Return up to two creature cards from your graveyard to your hand.</div> <div>* Each opponent sacrifices a creature with the greatest power among creatures they control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Gix's Command3BB</div> <div>Sorcery</div> <div>Choose two --</div> <div>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</div> <div>* Destroy each creature with power 2 or less.</div> <div>* Return up to two creature cards from your graveyard to your hand.</div> <div>* Each opponent sacrifices a creature with the greatest power among creatures they control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Gix's Command3BB</div> <div>Sorcery</div> <div>Choose two --</div> <div>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</div> <div>* Destroy each creature with power 2 or less.</div> <div>* Return up to two creature cards from your graveyard to your hand.</div> <div>* Each opponent sacrifices a creature with the greatest power among creatures they control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Glissa Sunslayer1BG</div> <div>Legendary Creature -- Phyrexian Zombie Elf</div> <div>First strike, deathtouch</div> <div>Whenever Glissa Sunslayer deals combat damage to a player, choose one --</div> <div>* You draw a card and lose 1 life.</div> <div>* Destroy target enchantment.</div> <div>* Remove up to three counters from target permanent.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Glissa Sunslayer1BG</div> <div>Legendary Creature -- Phyrexian Zombie Elf</div> <div>First strike, deathtouch</div> <div>Whenever Glissa Sunslayer deals combat damage to a player, choose one --</div> <div>* You draw a card and lose 1 life.</div> <div>* Destroy target enchantment.</div> <div>* Remove up to three counters from target permanent.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Glissa Sunslayer1BG</div> <div>Legendary Creature -- Phyrexian Zombie Elf</div> <div>First strike, deathtouch</div> <div>Whenever Glissa Sunslayer deals combat damage to a player, choose one --</div> <div>* You draw a card and lose 1 life.</div> <div>* Destroy target enchantment.</div> <div>* Remove up to three counters from target permanent.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Go for the Throat1B</div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - Edel - 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 4/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Hostile Investigator</div><div><div>3</div><div>B</div></div></div> <div><div>Creature -- Ogre Rogue Detective</div><div>When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div> <div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Hostile Investigator</div><div><div>3</div><div>B</div></div></div> <div><div>Creature -- Ogre Rogue Detective</div><div>When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div> <div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Liliana of the Veil</div><div><div>1</div><div>B</div><div>B</div></div></div> <div><div>Legendary Planeswalker -- Liliana</div><div>[+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div></div> <div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Liliana of the Veil</div><div><div>1</div><div>B</div><div>B</div></div></div> <div><div>Legendary Planeswalker -- Liliana</div><div>[+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div></div> <div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Llanowar Wastes</div></div> <div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mosswood Dreadknight</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Mosswood Dreadknight</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mosswood Dreadknight</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mosswood Dreadknight</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>----- ADVENTURE -----</div> <div>Dread Whispers</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Restless Cottage</div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {B} or {G}.</div> <div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div> <div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Restless Cottage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B} or {G}.</p><p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p><p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Restless Cottage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B} or {G}.</p><p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p><p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Restless Cottage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B} or {G}.</p><p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p><p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Sheoldred, the Apocalypse 2BB</div><div>Legendary Creature -- Phyrexian Praetor</div><div><p>Deathtouch</p><p>Whenever you draw a card, you gain 2 life.</p><p>Whenever an opponent draws a card, they lose 2 life.</p></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Sheoldred, the Apocalypse 2BB</div><div>Legendary Creature -- Phyrexian Praetor</div><div><p>Deathtouch</p><p>Whenever you draw a card, you gain 2 life.</p><p>Whenever an opponent draws a card, they lose 2 life.</p></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>({T}: Add {B}.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>({T}: Add {B}.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>({T}: Add {B}.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

Swamp

Basic Land -- Swamp

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

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Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

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② ⑥

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- * Destroy target artifact or enchantment.
- * Exile target player's graveyard.
- * You gain 4 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- * Destroy target artifact or enchantment.
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3/3

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Aclazotz, Deepest Betrayal

Card

[sideboard]

- - - OTHER FACE - - -

Aclazotz, Deepest Betrayal

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Creature -- Spirit

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.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Creature -- Spirit

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.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Legendary Planeswalker -- Liliana

- [+1]: Each player discards a card.
- [-2]: Target player sacrifices a creature.
- [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

[sideboard]

L 3

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<p>Liliana of the Veil (1)(B)(B)</p> <p>Legendary Planeswalker -- Liliana</p> <p>[+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> <p>[sideboard]</p> <div>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Path of Peril (1)(B)(B)</p> <p>Sorcery</p> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Path of Peril (1)(B)(B)</p> <p>Sorcery</p> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Path of Peril (1)(B)(B)</p> <p>Sorcery</p> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Tear Asunder (1)(G)</p> <p>Instant</p> <p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tear Asunder (1)(G)</p> <p>Instant</p> <p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Cruelty of Gix (3)(B)(B)</p> <p>Enchantment -- Saga</p> <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.) 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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Cruelty of Gix (3)(B)(B)</p> <p>Enchantment -- Saga</p> <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.) 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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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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> Tranquil Frillback 26 </div> <div> Creature -- Dinosaur </div> <div> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</p> <ul style="list-style-type: none"> * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> </div> <div> [sideboard] </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> </div> <div> [sideboard] </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	
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