

Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction 1B Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Cut Down Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Debris Beetle Artifact -- Vehicle Trample When this Vehicle enters, each opponent loses 3 life and you gain 3 life. Crew 2 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Debris Beetle Artifact -- Vehicle Trample When this Vehicle enters, each opponent loses 3 life and you gain 3 life. Crew 2 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Debris Beetle Artifact -- Vehicle Trample When this Vehicle enters, each opponent loses 3 life and you gain 3 life. Crew 2 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gix's Command Sorcery Choose two -- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn. * Destroy each creature with power 2 or less. * Return up to two creature cards from your graveyard to your hand. * Each opponent sacrifices a creature with the greatest power among creatures they control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gix's Command Sorcery Choose two -- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn. * Destroy each creature with power 2 or less. * Return up to two creature cards from your graveyard to your hand. * Each opponent sacrifices a creature with the greatest power among creatures they control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Go for the Throat Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\} : \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}: Add {B} or {G}. This land deals
1 damage to you.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B G

Sorcery

Destroy target nonland permanent and all other permanents with the same name as that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Sphere

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{T}: Add {C}.
{T}: Add one mana of any color.
Activate only if this land entered
this turn.
{3}, {T}: Create a 1/1 colorless
Phyrexian Mite artifact creature
token with toxic 1 and "This token
can't block." (Players dealt combat
damage by it also get a poison
counter.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mosswood Dreadknight ① ⑥ Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. 3/2 --- ADVENTURE --- Dread Whispers ① ⑧ Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mosswood Dreadknight ① ⑥ Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. 3/2 --- ADVENTURE --- Dread Whispers ① ⑧ Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mosswood Dreadknight ① ⑥ Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. 3/2 --- ADVENTURE --- Dread Whispers ① ⑧ Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mosswood Dreadknight ① ⑥ Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. 3/2 --- ADVENTURE --- Dread Whispers ① ⑧ Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Preacher of the Schism ② ⑧ Creature -- Vampire Cleric Deathtouch Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink. Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preacher of the Schism ② ⑧ Creature -- Vampire Cleric Deathtouch Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink. Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preacher of the Schism ② ⑧ Creature -- Vampire Cleric Deathtouch Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink. Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preacher of the Schism ② ⑧ Creature -- Vampire Cleric Deathtouch Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink. Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sentinel of the Nameless City ②⑥ Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City ②⑥ Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City ②⑥ Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred's Edict ①B Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred, the Apocalypse 2BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheoldred, the Apocalypse 2BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tear Asunder 1 G Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tear Asunder 1 G Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrun, Breaker of Silence 3 G G Legendary Creature -- Troll Shaman 5/5 This spell can't be countered. Trample Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control. During your turn, Thrun has indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquil Frillback 2 G Creature -- Dinosaur 3/3 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Choking Miasma 1 B B Sorcery Kicker {G} (You may pay an additional {G} as you cast this spell.) If this spell was kicked, put a +1/+1 counter on a creature you control. All creatures get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Choking Miasma 1 B B Sorcery Kicker {G} (You may pay an additional {G} as you cast this spell.) If this spell was kicked, put a +1/+1 counter on a creature you control. All creatures get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery 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 Sorcery 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) Sorcery 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	Ghost Vacuum (1) Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum (1) Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum (1) Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Maelstrom Pulse (1)(B)(G) Sorcery Destroy target nonland permanent and all other permanents with the same name as that permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Ascended Animist (3)(G)(G)(GP)(GP) Legendary Planeswalker -- Nissa 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. [sideboard] L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Ascended Animist (3)(G)(G)(GP)(GP) Legendary Planeswalker -- Nissa 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. [sideboard] L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth (2)(G)(G) Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Clark, Ayden - Standard (\$5K RCQ - Standard - SCG CON Portland - Sunday -

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

Obstinate Baloth

(2)(G)(G)

Creature -- Beast

When this creature enters, you gain 4 life.

If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Sheoldred's Edict

(1)(B)

Instant

Choose one --

- * Each opponent sacrifices a nontoken creature of their choice.
- * Each opponent sacrifices a creature token of their choice.
- * Each opponent sacrifices a planeswalker of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Tranquil Frillback

(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.
- * Exile target player's graveyard.
- * You gain 4 life.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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