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| <div><div><div>Ashiok, Dream Render</div><div><div>1</div><div>U/B</div><div>U/B</div></div></div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div><div>L5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blooming Marsh</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                 | <div><div><div>Blooming Marsh</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                 | <div><div><div>Blooming Marsh</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                |
| <div><div><div>Blooming Marsh</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                  | <div><div><div>Boseiju, Who Endures</div></div><div>Legendary Land</div><div>{T}: Add {G}.<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Boseiju, Who Endures</div></div><div>Legendary Land</div><div>{T}: Add {G}.<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cache Grab</div><div><div>1</div><div>G</div></div></div><div>Instant</div><div>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Cache Grab</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                      | <div> <div>Cache Grab</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Cache Grab</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Camellia, the Seedmiser</div> <div> <div>1</div> <div>B</div> <div>6</div> </div> </div> <div> <div>Legendary Creature -- Squirrel Warlock</div> <div>Menace</div> <div>Other Squirrels you control have menace.</div> <div>Whenever you sacrifice one or more Foods, create a 1/1 green Squirrel creature token.</div> <div>{2}, Forage: Put a +1/+1 counter on each other Squirrel you control. (To forage, exile three cards from your graveyard or sacrifice a Food.)</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Camellia, the Seedmiser</div> <div> <div>1</div> <div>B</div> <div>6</div> </div> </div> <div> <div>Legendary Creature -- Squirrel Warlock</div> <div>Menace</div> <div>Other Squirrels you control have menace.</div> <div>Whenever you sacrifice one or more Foods, create a 1/1 green Squirrel creature token.</div> <div>{2}, Forage: Put a +1/+1 counter on each other Squirrel you control. (To forage, exile three cards from your graveyard or sacrifice a Food.)</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Cauldron Familiar</div> <div> <div>B</div> </div> </div> <div> <div>Creature -- Cat</div> <div>When this creature enters, each opponent loses 1 life and you gain 1 life.</div> <div>Sacrifice a Food: Return this card from your graveyard to the battlefield.</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                      | <div> <div>Cauldron Familiar</div> <div> <div>B</div> </div> </div> <div> <div>Creature -- Cat</div> <div>When this creature enters, each opponent loses 1 life and you gain 1 life.</div> <div>Sacrifice a Food: Return this card from your graveyard to the battlefield.</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                      | <div> <div>Cauldron Familiar</div> <div> <div>B</div> </div> </div> <div> <div>Creature -- Cat</div> <div>When this creature enters, each opponent loses 1 life and you gain 1 life.</div> <div>Sacrifice a Food: Return this card from your graveyard to the battlefield.</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                           |

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| <div><div>Cauldron Familiar</div><div><div>B</div></div><div>Creature -- Cat</div><div>When this creature enters, each opponent loses 1 life and you gain 1 life.<br/>Sacrifice a Food: Return this card from your graveyard to the battlefield.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       |
| <div><div>Fatal Push</div><div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## 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

## Gilded Goose

Ⓒ

Creature -- Bird

Flying  
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")  
{1}{G}, {T}: Create a Food token.  
{T}, Sacrifice a Food: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gilded Goose

**G**

Creature -- Bird

```
Flying
When this creature enters, create a
Food token. (It's an artifact with
"{2}, {T}, Sacrifice this token: You
gain 3 life.")
{1}{G}, {T}: Create a Food token.
{T}, Sacrifice a Food: Add one mana
of any color.
```

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gilded Goose

**G**

Creature -- Bird

Flying  
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")  
{1}{G}, {T}: Create a Food token.  
{T}, Sacrifice a Food: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gilded Goose

**G**

Creature -- Bird

Flying  
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")  
{1}{G}, {T}: Create a Food token.  
{T}, Sacrifice a Food: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Insidious Roots

**B G**

## Enchantment

Creature tokens you control have "[T]: Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Insidious Roots

**B** **G**

Enchantment

Creature tokens you control have "{1}": Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Creature tokens you control have "{T}: Add one mana of any color." Whenever one or more creature cards leave your graveyard, create a 0/1 green Plant creature token, then put a +1/+1 counter on each Plant you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Creature tokens you control have  
 "{T}: Add one mana of any color."  
 Whenever one or more creature cards  
 leave your graveyard, create a 0/1  
 green Plant creature token, then put  
 a +1/+1 counter on each Plant you  
 control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Swamp Forest

{T}: Add {B} or {G}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Swamp Forest

((T): Add {B} or {G}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land - - Swamp Forest

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Swamp Forest

(**{T}**: Add **{B}** or **{G}**.)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Cleric

{T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Cleric

{T}, Sacrifice two other creatures:  
Any number of target players each  
lose 2 life and sacrifice a creature  
of their choice. You add {B}{B} and  
draw a card. (Activate only as an  
instant.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Priest of Forgotten Gods 1B</div> <div>Creature -- Human Cleric</div> <div> {[T]}, Sacrifice two other creatures:<br/>Any number of target players each<br/>lose 2 life and sacrifice a creature<br/>of their choice. You add {[B]}{[B]} and<br/>draw a card. (Activate only as an<br/>instant.) </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                             | <div> <div>Restless Cottage</div> <div>Land</div> <div> This land enters tapped.<br/>{[T]}: Add {[B]} or {[G]}.<br/>{[2]}{[B]}{[G]}: This land becomes a 4/4<br/>black and green Horror creature<br/>until end of turn. It's still a<br/>land.<br/>Whenever this land attacks, create a<br/>Food token and exile up to one<br/>target card from a graveyard. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                           | <div> <div>Restless Cottage</div> <div>Land</div> <div> This land enters tapped.<br/>{[T]}: Add {[B]} or {[G]}.<br/>{[2]}{[B]}{[G]}: This land becomes a 4/4<br/>black and green Horror creature<br/>until end of turn. It's still a<br/>land.<br/>Whenever this land attacks, create a<br/>Food token and exile up to one<br/>target card from a graveyard. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                           | <div> <div>Scavenger's Talent B</div> <div>Enchantment -- Class</div> <div> (Gain the next level as a sorcery to<br/>add its ability.)<br/>Whenever one or more creatures you<br/>control die, create a Food token.<br/>This ability triggers only once each<br/>turn.<br/>{[1]}{[B]}: Level 2<br/>Whenever you sacrifice a permanent,<br/>target player mills two cards.<br/>{[2]}{[B]}: Level 3<br/>At the beginning of your end step,<br/>you may sacrifice three other<br/>nonland permanents. If you do,<br/>return a creature card from your<br/>graveyard to the battlefield with a<br/>finality counter on it. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Scavenger's Talent B</div> <div>Enchantment -- Class</div> <div> (Gain the next level as a sorcery to<br/>add its ability.)<br/>Whenever one or more creatures you<br/>control die, create a Food token.<br/>This ability triggers only once each<br/>turn.<br/>{[1]}{[B]}: Level 2<br/>Whenever you sacrifice a permanent,<br/>target player mills two cards.<br/>{[2]}{[B]}: Level 3<br/>At the beginning of your end step,<br/>you may sacrifice three other<br/>nonland permanents. If you do,<br/>return a creature card from your<br/>graveyard to the battlefield with a<br/>finality counter on it. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Scavenger's Talent B</div> <div>Enchantment -- Class</div> <div> (Gain the next level as a sorcery to<br/>add its ability.)<br/>Whenever one or more creatures you<br/>control die, create a Food token.<br/>This ability triggers only once each<br/>turn.<br/>{[1]}{[B]}: Level 2<br/>Whenever you sacrifice a permanent,<br/>target player mills two cards.<br/>{[2]}{[B]}: Level 3<br/>At the beginning of your end step,<br/>you may sacrifice three other<br/>nonland permanents. If you do,<br/>return a creature card from your<br/>graveyard to the battlefield with a<br/>finality counter on it. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Scavenger's Talent B</div> <div>Enchantment -- Class</div> <div> (Gain the next level as a sorcery to<br/>add its ability.)<br/>Whenever one or more creatures you<br/>control die, create a Food token.<br/>This ability triggers only once each<br/>turn.<br/>{[1]}{[B]}: Level 2<br/>Whenever you sacrifice a permanent,<br/>target player mills two cards.<br/>{[2]}{[B]}: Level 3<br/>At the beginning of your end step,<br/>you may sacrifice three other<br/>nonland permanents. If you do,<br/>return a creature card from your<br/>graveyard to the battlefield with a<br/>finality counter on it. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> {[T]}: Add {[B]}.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

Playtest cards - Ryan, Oran - Pioneer (ANZ Super Series Cycle 7 Sunday 5K)

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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> <div>{T}: Add {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                           | <div>The Meathook Massacre XBB</div> <div>Legendary Enchantment</div> <div> <div>When The Meathook Massacre enters, each creature gets -X/-X until end of turn.</div> <div>Whenever a creature you control dies, each opponent loses 1 life.</div> <div>Whenever a creature an opponent controls dies, you gain 1 life.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                          | <div>Trail of Crumbs 1G</div> <div>Enchantment</div> <div> <div>When this enchantment enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>Whenever you sacrifice a Food, you may pay {1}. If you do, look at the top two cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Trail of Crumbs 1G</div> <div>Enchantment</div> <div> <div>When this enchantment enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>Whenever you sacrifice a Food, you may pay {1}. If you do, look at the top two cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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Playtest cards - Ryan, Oran - Pioneer (ANZ Super Series Cycle 7 Sunday 5K)

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| <div> <div>Witch's Oven</div> <div>Artifact</div> <div> {[T]}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "[2], {[T]}, Sacrifice this token: You gain 3 life.") </div> <div>6/6</div> </div>                                                                     | <div> <div>Witch's Oven</div> <div>Artifact</div> <div> {[T]}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "[2], {[T]}, Sacrifice this token: You gain 3 life.") </div> <div>6/6</div> </div>                                                | <div> <div>Ygra, Eater of All</div> <div>Legendary Creature -- Elemental Cat</div> <div> Ward--Sacrifice a Food. Other creatures are Food artifacts in addition to their other types and have "[2], {[T]}, Sacrifice this permanent: You gain 3 life." Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra. </div> <div>6/6</div> </div> | <div> <div>Ygra, Eater of All</div> <div>Legendary Creature -- Elemental Cat</div> <div> Ward--Sacrifice a Food. Other creatures are Food artifacts in addition to their other types and have "[2], {[T]}, Sacrifice this permanent: You gain 3 life." Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra. </div> <div>6/6</div> </div> |
| <div> <div>Ygra, Eater of All</div> <div>Legendary Creature -- Elemental Cat</div> <div> Ward--Sacrifice a Food. Other creatures are Food artifacts in addition to their other types and have "[2], {[T]}, Sacrifice this permanent: You gain 3 life." Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra. </div> <div>6/6</div> </div> | <div> <div>Elvish Archivist</div> <div>Creature -- Elf Artificer</div> <div> Whenever one or more artifacts you control enter, put two +1/+1 counters on this creature. This ability triggers only once each turn. Whenever one or more enchantments you control enter, draw a card. This ability triggers only once each turn. </div> <div>0/1</div> </div> | <div> <div>Elvish Archivist</div> <div>Creature -- Elf Artificer</div> <div> Whenever one or more artifacts you control enter, put two +1/+1 counters on this creature. This ability triggers only once each turn. Whenever one or more enchantments you control enter, draw a card. This ability triggers only once each turn. </div> <div>0/1</div> </div>                      | <div> <div>Elvish Archivist</div> <div>Creature -- Elf Artificer</div> <div> Whenever one or more artifacts you control enter, put two +1/+1 counters on this creature. This ability triggers only once each turn. Whenever one or more enchantments you control enter, draw a card. This ability triggers only once each turn. </div> <div>0/1</div> </div>                      |

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| <div> <div> Glissa Sunslayer 1B6 </div> <div> Legendary Creature -- Phyrexian Zombie Elf </div> </div> <div> First strike, deathtouch<br/> Whenever Glissa Sunslayer deals combat damage to a player, choose one --<br/> * You draw a card and lose 1 life.<br/> * Destroy target enchantment.<br/> * Remove up to three counters from target permanent. </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div> Glissa Sunslayer 1B6 </div> <div> Legendary Creature -- Phyrexian Zombie Elf </div> </div> <div> First strike, deathtouch<br/> Whenever Glissa Sunslayer deals combat damage to a player, choose one --<br/> * You draw a card and lose 1 life.<br/> * Destroy target enchantment.<br/> * Remove up to three counters from target permanent. </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div> Haywire Mite 1 </div> <div> Artifact Creature -- Insect </div> </div> <div> When this creature dies, you gain 2 life.<br/> {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. </div> <div> [sideboard] </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                   | <div> <div> Leyline of the Void 2BB </div> <div> Enchantment </div> </div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield.<br/> If a card would be put into an opponent's graveyard from anywhere, exile it instead. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                          |
| <div> <div> Leyline of the Void 2BB </div> <div> Enchantment </div> </div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield.<br/> If a card would be put into an opponent's graveyard from anywhere, exile it instead. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                     | <div> <div> Leyline of the Void 2BB </div> <div> Enchantment </div> </div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield.<br/> If a card would be put into an opponent's graveyard from anywhere, exile it instead. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                     | <div> <div> Leyline of the Void 2BB </div> <div> Enchantment </div> </div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield.<br/> If a card would be put into an opponent's graveyard from anywhere, exile it instead. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div> Pawpatch Formation 16 </div> <div> Instant </div> </div> <div> Choose one --<br/> * Destroy target creature with flying.<br/> * Destroy target enchantment.<br/> * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div>Pawpatch Formation</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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