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| <div>Blooming Marsh</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 PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                        | <div>Blooming Marsh</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 PLAY    botbox.dev</div> | <div>Blooming Marsh</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 PLAY    botbox.dev</div> | <div>Caustic Bronco</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.<br/>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 PLAY    botbox.dev</div> |
| <div>Caustic Bronco</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.<br/>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 PLAY    botbox.dev</div> | <div>Cut Down</div> <div>Instant</div> <div>Destroy target creature with total power and toughness 5 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                | <div>Cut Down</div> <div>Instant</div> <div>Destroy target creature with total power and toughness 5 or less.</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                       |

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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**(B)**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

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## 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.
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3 B B

## 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.

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① ② ③

Legendary Creature -- Phyrexian Zombie Elf

First strike, deathtouch  
Whenever Glissa Sunslayer deals combat damage to a player, choose one --

- \* You draw a card and lose 1 life.
- \* Destroy target enchantment.
- \* Remove up to three counters from target permanent.

3/3

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| <div><div><div>Glissa Sunslayer</div><div><div>1</div><div>B</div><div>G</div></div></div><div><div>Legendary Creature -- Phyrexian Zombie Elf</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><div>3/3</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><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><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><div><div>Llanowar Wastes</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{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>                                                                                                                                                                                                                                                                                | <div><div><div>Llanowar Wastes</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{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>      | <div><div><div>Llanowar Wastes</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{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>      | <div><div><div>Llanowar Wastes</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{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>      |

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| <b>Mosswood Dreadknight</b> ①⑥<br><hr/> Creature -- Human Knight<br><hr/> Trample<br>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.<br><div>3/2</div> <hr/> <b>Dread Whispers</b> ①B<br><hr/> Sorcery -- Adventure<br><hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <b>Mosswood Dreadknight</b> ①⑥<br><hr/> Creature -- Human Knight<br><hr/> Trample<br>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.<br><div>3/2</div> <hr/> <b>Dread Whispers</b> ①B<br><hr/> Sorcery -- Adventure<br><hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mosswood Dreadknight</b> ①⑥<br><hr/> Creature -- Human Knight<br><hr/> Trample<br>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.<br><div>3/2</div> <hr/> <b>Dread Whispers</b> ①B<br><hr/> Sorcery -- Adventure<br><hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Mosswood Dreadknight</b> ①⑥<br><hr/> Creature -- Human Knight<br><hr/> Trample<br>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.<br><div>3/2</div> <hr/> <b>Dread Whispers</b> ①B<br><hr/> Sorcery -- Adventure<br><hr/> You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Nissa, Ascended Animist</b> ③⑥⑥GP GP<br><hr/> Legendary Planeswalker -- Nissa<br><hr/> 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.)<br>[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.<br>[-1]: Destroy target artifact or enchantment.<br>[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.<br><div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Restless Cottage</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                    | <b>Restless Cottage</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                    | <b>Restless Cottage</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                    |

Playtest cards - citizenofnerdvana - 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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <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>3/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sentinel of the Nameless City 26</div> <div>Creature -- Merfolk Warrior Scout</div> <div> <p>Vigilance</p> <p>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.")</p> </div> <div> <div>3/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sheoldred's Edict 1B</div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices a nontoken creature of their choice.</li> <li>* Each opponent sacrifices a creature token of their choice.</li> <li>* Each opponent sacrifices a planeswalker of their choice.</li> </ul> </div> <div> <div>3/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Shoot the Sheriff 1B</div> <div>Instant</div> <div> <p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p> </div> <div> <div>3/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                   | <div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.</p> </div> <div> <div>3/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                       | <div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.</p> </div> <div> <div>3/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                | <div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.</p> </div> <div> <div>3/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                     | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                            | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                            | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <div>Tear Asunder16</div> <div>Instant</div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)<br/>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Annex2B</div> <div>Enchantment -- Room</div> <div>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div> <div>----- RIGHT HALF -----</div> <div><div>Ritual Chamber3BB</div><div>Enchantment -- Room</div><div>When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Unholy Annex</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> </div> <div> <div> <div>3</div> <div>B</div> <div>B</div> </div> <div>Ritual Chamber</div> </div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unholy Annex</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> </div> <div> <div> <div>3</div> <div>B</div> <div>B</div> </div> <div>Ritual Chamber</div> </div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unholy Annex</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Room</div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> </div> <div> <div> <div>3</div> <div>B</div> <div>B</div> </div> <div>Ritual Chamber</div> </div> <div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Virtue of Persistence</div> <div> <div>5</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</p> </div> </div> <div> <div> <div>1</div> <div>B</div> </div> <div>Locthwein Scorn</div> </div> <div> <div>Sorcery -- Adventure</div> <div> <p>Target creature gets -3/-3 until end of turn. You gain 2 life.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Caustic Bronco</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Snake Horse Mount</div> <div> <p>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.</p> <p>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.)</p> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                    | <div> <div>Caustic Bronco</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Snake Horse Mount</div> <div> <p>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.</p> <p>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.)</p> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                    | <div> <div>Choking Miasma</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Kicker {G} (You may pay an additional {G} as you cast this spell.)</p> <p>If this spell was kicked, put a +1/+1 counter on a creature you control.</p> <p>All creatures get -2/-2 until end of turn.</p> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                         |

Playtest cards - citizenofnerdvana - Standard (Standard League)

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

## Ghost Vacuum

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghost Vacuum

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.

[sidebar]

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## 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.

[sidebar]

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## Harvester of Misery (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.

[sidebar]

5/4

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## Liliana of the Veil (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.

[sidebar]

**L 3**

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## Liliana of the Veil (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.

```
[sidebar]
```

**L 3**

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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.

```
[sidebar]
```

L 7

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## Sheoldred, the Apocalypse (2)(B)(B)

Legendary Creature -- Phyrexian Praetor

```
Deathtouch
Whenever you draw a card, you gain 2
life.
Whenever an opponent draws a card,
they lose 2 life.
```

[sideboard]

4/5

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| <div> <div>Tear Asunder</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</div> <div>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tranquil Frillback</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>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 --</div> <div> <div>* Destroy target artifact or enchantment.</div> <div>* Exile target player's graveyard.</div> <div>* You gain 4 life.</div> </div> <div>[sideboard]</div> </div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tranquil Frillback</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>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 --</div> <div> <div>* Destroy target artifact or enchantment.</div> <div>* Exile target player's graveyard.</div> <div>* You gain 4 life.</div> </div> <div>[sideboard]</div> </div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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