Alpha Deathclaw {4}{B}{G}

Creature -- Lizard Mutant

Menace, trample
When this creature enters or becomes monstrous, destroy target permanent.
{5}{B}{G}: Monstrosity 4. (If this creature isn't monstrous, put four +1/+1 counters on it and it becomes monstrous.)

6/6

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Assassin's Trophy {B}{G}

Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

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Ba Sing Se

Land

This land enters tapped unless you control a basic land.
{T}: Add {G}.
{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - conbu9 - Nic Fit (??????????7????????? in ??) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Therapy (B)

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name.
Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chaos Defiler (3)(B)(R)

Artifact Creature -- Demon Construct

Trample
Battle Cannon -- When this creature enters or dies, for each opponent, choose a nonland permanent that player controls. Destroy one of them chosen at random.

5/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance {1}{G}{G}

Creature -- Elemental Incarnation

Flash
Reach
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.
Evoke--Exile a green card from your hand.

3/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Cultivation {1}{G}{G}

Sorcery

You may sacrifice a nontoken green creature rather than pay this spell's mana cost.
Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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From the Catacombs 3BB

Sorcery

Put target creature card from a graveyard onto the battlefield under your control with a corpse counter on it. You take the initiative. If that creature would leave the battlefield, exile it instead of putting it anywhere else.
Escape--{3}{B}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Green Sun's Zenith XG

Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

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Grist, the Hunger Tide 1BG

Legendary Planeswalker -- Grist

As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.
[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.
[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.
[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lazotep Quarry

Land -- Desert

{T}: Add {C}.
{T}, Sacrifice a creature: Add one mana of any color.
{X}{2}, {T}, Sacrifice a Desert: Exile target creature card with mana value X from your graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. Activate only as a sorcery.

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nurturing Peatland

Land

{T}, Pay 1 life: Add {B} or {G}.
{1}, {T}, Sacrifice this land: Draw a card.

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Orcish Bowmasters {1}{B}

Creature -- Orc Archer

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pernicious Deed {1}{B}{G}

Enchantment

{X}, Sacrifice this enchantment: Destroy each artifact, creature, and enchantment with mana value X or less.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Veteran Explorer {G}

Creature -- Human Soldier Scout

When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veteran Explorer {G}

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When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.

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Veteran Explorer (G)

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When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witherbloom Charm (B)(G)

Instant

Choose one --
* You may sacrifice a permanent. If you do, draw two cards.
* You gain 5 life.
* Destroy target nonland permanent with mana value 2 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Damping Sphere (2)

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Vigor (2)(G)(G)

Instant

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.
Destroy up to two target artifacts and/or enchantments.

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindbreak Trap {2}{U}{U}

Instant -- Trap

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.
Exile any number of target spells.

[sideboard]

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Opposition Agent (2)(B)

Creature -- Human Rogue

Flash
You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

[sideboard]

3/2

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