## Botanical Sanctum

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Bounce Off (U)

Instant

Return target creature or Vehicle to its owner's hand.

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**Playtest cards - Bellizzi, Antonio - Standard v3 Group BC8A62 (Temur Battlecrier, Outcaste** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## Breeding Pool

Land -- Forest Island

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

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## Cactusfolk Sureshot (2)(R)(G)

Creature -- Plant Mercenary

Reach
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
At the beginning of combat on your turn, other creatures you control with power 4 or greater gain trample and haste until end of turn.

**4/4**

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**4/4**

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## Cavern of Souls

Land

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.

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## Devastating Onslaught {X}{X}{R}

Sorcery

Create X tokens that are copies of target artifact or creature you control. Those tokens gain haste until end of turn. Sacrifice them at the beginning of the next end step.

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## Esper Origins {1}{G}

Sorcery

Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)
Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

- - - BACK FACE - - -

## Summon: Esper Maduin

Enchantment Creature -- Saga Elemental

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.
II -- Add {G}{G}.
III -- Other creatures you control get +2/+2 and gain trample until end of turn.

**4/4**

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**4/4**

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## Forest

Basic Land -- Forest

({T}: Add {G}.)

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## Island

Basic Land -- Island

({T}: Add {U}.)

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## Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

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## Lumbering Worldwagon (2)(G)

Artifact -- Vehicle

This Vehicle's power is equal to the number of lands you control.
Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
Crew 4

***/4**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Basic Land -- Mountain

({T}: Add {R}.)

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## Outcaster Trailblazer {2}{G}

Creature -- Human Druid

When this creature enters, add one mana of any color.
Whenever another creature you control with power 4 or greater enters, draw a card.
Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

**4/2**

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## Quantum Riddler {3}{U}{U}

Creature -- Sphinx

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

**4/6**

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## Roaming Throne {4}

Artifact Creature -- Golem

Ward {2}
As this creature enters, choose a creature type.
This creature is the chosen type in addition to its other types.
If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time.

**4/4**

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**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

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## Stomping Ground

Land -- Mountain Forest

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

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Land -- Mountain Forest

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## Surrak, Elusive Hunter (2)(G)

Legendary Creature -- Human Warrior

This spell can't be countered.
Trample
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

**4/3**

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**4/3**

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## Temur Battlecrier (G)(U)(R)

Creature -- Orc Ranger

During your turn, spells you cast cost {1} less to cast for each creature you control with power 4 or greater.

**4/3**

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**4/3**

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## Thornspire Verge

Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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## Heritage Reclamation (1)(G)

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile up to one target card from a graveyard. Draw a card.

[sideboard]

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**Pyroclasm** {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

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**Sear** {1}{R}

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Sear deals 4 damage to target creature or planeswalker.

[sideboard]

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[sideboard]

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**Soul-Guide Lantern** {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Spectral Denial** {X}{U}

Instant

This spell costs {1} less to cast for each creature you control with power 4 or greater.
Counter target spell unless its controller pays {X}.

[sideboard]

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## Spider-Sense {1}{U}

Instant

Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)
Counter target instant spell, sorcery spell, or triggered ability.

[sideboard]

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Trample
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[sideboard]

**4/3**

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## Unable to Scream {U}

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

[sideboard]

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