Beastcaller Savant {1}{G}

Creature -- Elf Shaman Ally

Haste
{T}: Add one mana of any color. Spend this mana only to cast a creature spell.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cragplate Baloth {5}{G}{G}

Creature -- Beast

Kicker {2}{G}
This spell can't be countered.
Hexproof, haste
If this creature was kicked, it enters with four +1/+1 counters on it.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkwater Catacombs

Land

{1}, {T}: Add {U}{B}.

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Land

{1}, {T}: Add {U}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drogskol Reaver {5}{W}{U}

Creature -- Spirit

Flying
Double strike (This creature deals both first-strike and regular combat damage.)
Lifelink (Damage dealt by this creature also causes you to gain that much life.)
Whenever you gain life, draw a card.

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - #70904, ??? - Unknown format (MO ???99???#2 (?123????CS) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hall of Tagsin

Land

{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{4}, {T}: Create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - #70904, ??? - Unknown format (MO ???99???#2 (?123????CS) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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Key to the City (2)

Artifact

{T}, Discard a card: Up to one target creature can't be blocked this turn.
Whenever this artifact becomes untapped, you may pay {2}. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotleth Troll (B)(G)

Creature -- Zombie Troll

Trample
Discard a creature card: Put a +1/+1 counter on this creature.
{B}: Regenerate this creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moria Scavenger (1)(B)(R)

Creature -- Orc Rogue

Deathtouch, haste
{T}, Discard a card: Draw a card. If the discarded card was a creature card, amass Orcs 1. (Put a +1/+1 counter on an Army you control. It's also an Orc. If you don't control an Army, create a 0/0 black Orc Army creature token first.)

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - #70904, ??? - Unknown format (MO ???99???#2 (?123????CS) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mossfire Valley

Land

{1}, {T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mossfire Valley

Land

{1}, {T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nighthawk Scavenger (1)(B)(B)

Creature -- Vampire Rogue

Flying, deathtouch, lifelink
Nighthawk Scavenger's power is equal to 1 plus the number of card types among cards in your opponents' graveyards.

1+*/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - #70904, ??? - Unknown format (MO ???99???#2 (?123????CS) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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1+*/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sagu Mauler {4}{G}{U}

Creature -- Beast

Trample, hexproof
Morph {3}{G}{U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

6/6

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowblood Ridge

Land

{1}, {T}: Add {B}{R}.

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Shadowblood Ridge

Land

{1}, {T}: Add {B}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyshroud Forest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - #70904, ??? - Unknown format (MO ???99???#2 (?123????CS) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulflayer {4}{B}{B}

Creature -- Demon

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
If a creature card with flying was exiled with this creature's delve ability, this creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, reach, trample, and vigilance.

4/4

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Temple of Abandon

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Deceit

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Malice

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Mystery

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tender Wildguide {1}{G}

Creature -- Possum Druid

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
{T}: Add one mana of any color.
{T}: Put a +1/+1 counter on this creature.

2/2

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Zetalpa, Primal Dawn {6}{W}{W}

Legendary Creature -- Elder Dinosaur

Flying, double strike, vigilance, trample, indestructible

4/8

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4/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Awaken the Honored Dead {B}{G}{U}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target nonland permanent.
II -- Mill three cards.
III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.

[sideboard]

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Erebos's Intervention (X)(B)

Instant

Choose one --
* Target creature gets -X/-X until end of turn. You gain X life.
* Exile up to twice X target cards from graveyards.

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inscription of Ruin (2)(B)

Sorcery

Kicker {2}{B}{B}
Choose one. If this spell was kicked, choose any number instead.
* Target opponent discards two cards.
* Return target creature card with mana value 2 or less from your graveyard to the battlefield.
* Destroy target creature with mana value 3 or less.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pest Infestation (X)(X)(G)

Sorcery

Destroy up to X target artifacts and/or enchantments. Create twice X 1/1 black and green Pest creature tokens with "When this token dies, you gain 1 life."

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underworld Cerberus {3}{B}{R}

Creature -- Dog

This creature can't be blocked except by three or more creatures.
Cards in graveyards can't be the targets of spells or abilities.
When this creature dies, exile it and each player returns all creature cards from their graveyard to their hand.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yahenni's Expertise {2}{B}{B}

Sorcery

All creatures get -3/-3 until end of turn.
You may cast a spell with mana value 3 or less from your hand without paying its mana cost.

[sideboard]

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