Cactarantula {4}{G}{G}

Creature -- Plant Spider

This spell costs {1} less to cast if you control a Desert.
Reach
Whenever this creature becomes the target of a spell or ability an opponent controls, you may draw a card.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cactarantula {4}{G}{G}

Creature -- Plant Spider

This spell costs {1} less to cast if you control a Desert.
Reach
Whenever this creature becomes the target of a spell or ability an opponent controls, you may draw a card.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conduit Pylons

Land -- Desert

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conduit Pylons

Land -- Desert

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dance of the Tumbleweeds {1}{G}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Search your library for a basic land card or a Desert card, put it onto the battlefield, then shuffle.
+ {3} -- Create an X/X green Elemental creature token, where X is the number of lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dance of the Tumbleweeds {1}{G}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Search your library for a basic land card or a Desert card, put it onto the battlefield, then shuffle.
+ {3} -- Create an X/X green Elemental creature token, where X is the number of lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dance of the Tumbleweeds {1}{G}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Search your library for a basic land card or a Desert card, put it onto the battlefield, then shuffle.
+ {3} -- Create an X/X green Elemental creature token, where X is the number of lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dance of the Tumbleweeds {1}{G}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Search your library for a basic land card or a Desert card, put it onto the battlefield, then shuffle.
+ {3} -- Create an X/X green Elemental creature token, where X is the number of lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Flux53 - Pauper (LEG No.1 Copper Season) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Desert's Due {1}{B}

Instant

Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each Desert you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desert's Due {1}{B}

Instant

Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each Desert you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desert's Due {1}{B}

Instant

Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each Desert you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desert's Due {1}{B}

Instant

Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each Desert you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dogged Pursuit {3}{B}

Enchantment

At the beginning of your end step, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embrace the Paradox {3}{G}{U}

Instant

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embrace the Paradox {3}{G}{U}

Instant

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Failed Fording {1}{U}

Instant

Return target nonland permanent to its owner's hand. If you control a Desert, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Failed Fording {1}{U}

Instant

Return target nonland permanent to its owner's hand. If you control a Desert, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Festering Gulch

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Festering Gulch

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Festering Gulch

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Festering Gulch

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Flux53 - Pauper (LEG No.1 Copper Season) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Grapple with Death {1}{B}{G}

Sorcery

Destroy target artifact or creature. You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grapple with Death {1}{B}{G}

Sorcery

Destroy target artifact or creature. You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gurmag Nightwatch {2/B}{2/G}{2/U}

Creature -- Human Ranger

When this creature enters, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gurmag Nightwatch {2/B}{2/G}{2/U}

Creature -- Human Ranger

When this creature enters, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hardbristle Bandit {1}{G}

Creature -- Plant Rogue

{T}: Add one mana of any color. Whenever you commit a crime, untap this creature. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hardbristle Bandit {1}{G}

Creature -- Plant Rogue

{T}: Add one mana of any color. Whenever you commit a crime, untap this creature. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ill-Gotten Inheritance {3}{B}

Enchantment

At the beginning of your upkeep, this enchantment deals 1 damage to each opponent and you gain 1 life. {5}{B}, Sacrifice this enchantment: It deals 4 damage to target opponent and you gain 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Flux53 - Pauper (LEG No.1 Copper Season) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Oasis

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Oasis

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Oasis

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Oasis

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raven of Fell Omens {1}{B}

Creature -- Bird

Flying
Whenever you commit a crime, each opponent loses 1 life and you gain 1 life. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raven of Fell Omens {1}{B}

Creature -- Bird

Flying
Whenever you commit a crime, each opponent loses 1 life and you gain 1 life. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raven of Fell Omens {1}{B}

Creature -- Bird

Flying
Whenever you commit a crime, each opponent loses 1 life and you gain 1 life. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Flux53 - Pauper (LEG No.1 Copper Season) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Raven of Fell Omens {1}{B}

Creature -- Bird

Flying
Whenever you commit a crime, each opponent loses 1 life and you gain 1 life. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize the Secrets {2}{U}

Sorcery

This spell costs {1} less to cast if you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize the Secrets {2}{U}

Sorcery

This spell costs {1} less to cast if you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize the Secrets {2}{U}

Sorcery

This spell costs {1} less to cast if you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize the Secrets {2}{U}

Sorcery

This spell costs {1} less to cast if you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silver Deputy {2}

Artifact Creature -- Mercenary

When this creature enters, you may search your library for a basic land card or a Desert card, reveal it, then shuffle and put it on top.
{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silver Deputy {2}

Artifact Creature -- Mercenary

When this creature enters, you may search your library for a basic land card or a Desert card, reveal it, then shuffle and put it on top.
{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soured Springs

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Soured Springs

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soured Springs

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soured Springs

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunscorched Desert

Land -- Desert

When this land enters, it deals 1 damage to target player or planeswalker.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunscorched Desert

Land -- Desert

When this land enters, it deals 1 damage to target player or planeswalker.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unquenchable Thirst {1}{U}

Enchantment -- Aura

Enchant creature
When this Aura enters, if you control a Desert or there is a Desert card in your graveyard, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unquenchable Thirst {1}{U}

Enchantment -- Aura

Enchant creature
When this Aura enters, if you control a Desert or there is a Desert card in your graveyard, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Wall of Forgotten Pharaohs (2)

Artifact Creature -- Wall

Defender
{T}: This creature deals 1 damage to target player or planeswalker. Activate only if you control a Desert or there is a Desert card in your graveyard.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Forgotten Pharaohs (2)

Artifact Creature -- Wall

Defender
{T}: This creature deals 1 damage to target player or planeswalker. Activate only if you control a Desert or there is a Desert card in your graveyard.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Forgotten Pharaohs (2)

Artifact Creature -- Wall

Defender
{T}: This creature deals 1 damage to target player or planeswalker. Activate only if you control a Desert or there is a Desert card in your graveyard.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Forgotten Pharaohs (2)

Artifact Creature -- Wall

Defender
{T}: This creature deals 1 damage to target player or planeswalker. Activate only if you control a Desert or there is a Desert card in your graveyard.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B)

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B)

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B)

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B)

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Flux53 - Pauper (LEG No.1 Copper Season) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

Evil Presence (B)

Enchantment -- Aura

Enchant land
Enchanted land is a Swamp.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evil Presence (B)

Enchantment -- Aura

Enchant land
Enchanted land is a Swamp.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate (1)(U)

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate (1)(U)

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus (1)

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus (1)

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Tithing Blade {1}{B}

Artifact

When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

[sideboard]

- - - BACK FACE - - -

Consuming Sepulcher

Artifact

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tithing Blade {1}{B}

Artifact

When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

[sideboard]

- - - BACK FACE - - -

Consuming Sepulcher

Artifact

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tithing Blade {1}{B}

Artifact

When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

[sideboard]

- - - BACK FACE - - -

Consuming Sepulcher

Artifact

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.