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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group DBC376 (Doc Aurlock, Griz sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doc Aurlock, Grizzled Genius (G)(U)

Legendary Creature -- Bear Druid

Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.

2/3

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the Flood Maw {U}

Instant

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)
Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the Flood Maw {U}

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Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)
Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

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As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Warp {1}{U}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Railway Brawler {3}{G}{G}

Creature -- Rhino Warrior

Reach, trample
Whenever another creature you control enters, put X +1/+1 counters on it, where X is its power.
Plot {3}{G} (You may pay {3}{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.)

5/5

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smuggler's Surprise {G}

Instant

Spree (Choose one or more additional costs.)
+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.
+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.
+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group DBC376 (Doc Aurlock, Griz sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider Manifestation {1}{R/G}

Creature -- Spider Avatar

Reach
{T}: Add {R} or {G}.
Whenever you cast a spell with mana value 4 or greater, untap this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Spider Avatar

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{T}: Add {R} or {G}.
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornspire Verge

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Willowrush Verge

Land

{T}: Add {U}.
{T}: Add {G}. Activate only if you control a Forest or an Island.

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

Winternight Stories (2)(U)

Sorcery

Draw three cards. Then discard two cards unless you discard a creature card.
Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

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Draw three cards. Then discard two cards unless you discard a creature card.
Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade (1)(R)

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade (1)(R)

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Choose one --
* Abrade deals 3 damage to target creature.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Magic (R)

Instant

Tiered (Choose one additional cost.)
* Fire -- {0} -- Fire Magic deals 1 damage to each creature.
* Fira -- {2} -- Fire Magic deals 2 damage to each creature.
* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Magic (R)

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[sideboard]

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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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sentinel of Lost Lore {1}{G}{G}

Creature -- Elf Knight

When this creature enters, choose one or more --
* Return target card you own in exile that has an Adventure to your hand.
* Put target card you don't own in exile that has an Adventure on the bottom of its owner's library.
* Exile target player's graveyard.

[sideboard]

3/4

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[sideboard]

3/4

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell unless its controller pays {X}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower {R}

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sideboard]

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Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard v3 Group DBC376 (Doc Aurlock, Griz sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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