

Anticausal Vestige 6 Creature -- Eldrazi When this creature leaves the battlefield, draw a card, then you may put a permanent card with mana value less than or equal to the number of lands you control from your hand onto the battlefield tapped. Warp {4} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Disruptive Stormbrood 46 Creature -- Dragon Flying When this creature enters, destroy up to one target artifact or enchantment. 3/3 ----- ADVENTURE ----- Petty Revenge 1B Sorcery -- Omen Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disruptive Stormbrood 46 Creature -- Dragon Flying When this creature enters, destroy up to one target artifact or enchantment. 3/3 ----- ADVENTURE ----- Petty Revenge 1B Sorcery -- Omen Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dream Beavers B Creature -- Beaver Nightmare Flying When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth, Storm Slayer 3WW Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. 3/3 Deathly Ride Sorcery -- Adventure Return target creature card from your graveyard to your hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fell Horseman Creature -- Zombie Knight When this creature dies, put it on the bottom of its owner's library. 3/3 Deathly Ride Sorcery -- Adventure Return target creature card from your graveyard to your hand. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fortress Kin-Guard Creature -- Dog Soldier When this creature enters, it endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fortress Kin-Guard Creature -- Dog Soldier When this creature enters, it endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fortress Kin-Guard Creature -- Dog Soldier When this creature enters, it endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fortune, Loyal Steed Legendary Creature -- Beast Mount When Fortune enters, scry 2. Whenever Fortune attacks while saddled, at end of combat, exile it and up to one creature that saddled it this turn, then return those cards to the battlefield under their owner's control. Saddle 1 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fortune, Loyal Steed Legendary Creature -- Beast Mount When Fortune enters, scry 2. Whenever Fortune attacks while saddled, at end of combat, exile it and up to one creature that saddled it this turn, then return those cards to the battlefield under their owner's control. Saddle 1 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fortune, Loyal Steed (2)(W) Legendary Creature -- Beast Mount When Fortune enters, scry 2. Whenever Fortune attacks while saddled, at end of combat, exile it and up to one creature that saddled it this turn, then return those cards to the battlefield under their owner's control. Saddle 1 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token.	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token.	Gaius van Baelsar (2)(B)(B) Legendary Creature -- Human Soldier When Gaius van Baelsar enters, choose one -- * Each player sacrifices a creature token of their choice. * Each player sacrifices a nontoken creature of their choice. * Each player sacrifices an enchantment of their choice. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gaius van Baelsar (2)(B)(B) Legendary Creature -- Human Soldier When Gaius van Baelsar enters, choose one -- * Each player sacrifices a creature token of their choice. * Each player sacrifices a nontoken creature of their choice. * Each player sacrifices an enchantment of their choice. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Getaway Glamer (W) Instant Spree (Choose one or more additional costs.) + {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step. + {2} -- Destroy target creature if no other creature has greater power.	Getaway Glamer (W) Instant Spree (Choose one or more additional costs.) + {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step. + {2} -- Destroy target creature if no other creature has greater power.	Getaway Glamer (W) Instant Spree (Choose one or more additional costs.) + {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step. + {2} -- Destroy target creature if no other creature has greater power.

Getaway Glamer W Instant Spree (Choose one or more additional costs.) + {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step. + {2} -- Destroy target creature if no other creature has greater power. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hidden Courtyard Land -- Cave This land enters tapped. {T}: Add {W}. {4}{W}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karai, Future of the Foot 1WB Legendary Creature -- Human Ninja Sneak {2}{W}{B} (You may cast this spell for {2}{W}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. She enters tapped and attacking.) Whenever Karai deals combat damage to a player, return target creature card from your graveyard to your hand. If her sneak cost was paid this turn, instead return that card to the battlefield. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ketramose, the New Dawn 1WB Legendary Creature -- God Menace, lifelink, indestructible Ketramose can't attack or block unless there are seven or more cards in exile. Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Parting Gust W W 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.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reclamation Sage 2 6 Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Cottage Land This land enters tapped. {T}: Add {B} or {G}. {2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land. Whenever this land attacks, create a Food token and exile up to one target card from a graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Fortress Land This land enters tapped. {T}: Add {W} or {B}. {2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land. Whenever this land attacks, defending player loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Fortress Land This land enters tapped. {T}: Add {W} or {B}. {2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land. Whenever this land attacks, defending player loses 2 life and you gain 2 life. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruthless Lawbringer 1WB Creature -- Vampire Assassin When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruthless Lawbringer 1WB Creature -- Vampire Assassin When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Season of the Burrow 3WW Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Create a 1/1 white Rabbit creature token. {P}{P} -- Exile target nonland permanent. Its controller draws a card. {P}{P}{P} -- Return target permanent card with mana value 3 or less from your graveyard to the battlefield with an indestructible counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

When this creature enters, target opponent exiles a card from their hand.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Target opponent exiles a creature they control and their graveyard.

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syr Vondam, Sunstar ExemplarWB Legendary Creature -- Human Knight Vigilance, menace Whenever another creature you control dies or is put into exile, put a +1/+1 counter on Syr Vondam and you gain 1 life. When Syr Vondam dies or is put into exile while its power is 4 or greater, destroy up to one target nonland permanent. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The End2BB Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Expel the Interlopers3WW Sorcery Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expel the Interlopers3WW Sorcery Choose a number between 0 and 10. Destroy all creatures with power greater than or equal to the chosen number. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kraul WhipcrackerBG Creature -- Insect Assassin Reach When this creature enters, destroy target token an opponent controls. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kraul WhipcrackerBG Creature -- Insect Assassin Reach When this creature enters, destroy target token an opponent controls. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Soul-Guide Lantern 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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