## 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


## 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**

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**7/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Badgermole Cub {1}{G}

Creature -- Badger Mole

When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)
Whenever you tap a creature for mana, add an additional {G}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)
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Whenever you tap a creature for mana, add an additional {G}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 1/9 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Day of Black Sun {X}{B}{B}

Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Day of Black Sun {X}{B}{B}

Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Deadly Cover-Up {3}{B}{B}

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Deadly Cover-Up {3}{B}{B}

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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## Extinguisher Battleship (8)

Artifact -- Spacecraft

When this Spacecraft enters, destroy target noncreature permanent. Then this Spacecraft deals 4 damage to each creature.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 5+.)
5+ | Flying, trample

**10/10**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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5+ | Flying, trample

**10/10**

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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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 3/9 - 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.

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Basic Land -- Forest

({T}: Add {G}.)

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## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Heaped Harvest {2}{G}

Artifact -- Food

When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact -- Food

When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hedron Archive {4}

Artifact

{T}: Add {C}{C}.
{2}, {T}, Sacrifice this artifact: Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hedron Archive {4}

Artifact

{T}: Add {C}{C}.
{2}, {T}, Sacrifice this artifact: Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hedron Archive {4}

Artifact

{T}: Add {C}{C}.
{2}, {T}, Sacrifice this artifact: Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 4/9 - 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.

## Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Maelstrom Pulse {1}{B}{G}

Sorcery

Destroy target nonland permanent and all other permanents with the same name as that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Northampton Farm

Land

{T}: Add {C}.
{1}, {T}: Exile target creature you own.
{2}, {T}, Sacrifice this land: Return a creature card exiled with this land to the battlefield under your control. Return each other card exiled with this land to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Omenpath Journey {3}{G}

Enchantment

When this enchantment enters, search your library for up to five land cards that have different names, exile them, then shuffle.
At the beginning of your end step, choose a card at random exiled with this enchantment and put it onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Overlord of the Hauntwoods {3}{G}{G}

Enchantment Creature -- Avatar Horror

Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)
Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.

6/5

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.

**Overlord of the Hauntwoods** 3GG

Enchantment Creature -- Avatar Horror

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Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Realm of Koh

Land

This land enters tapped unless you control a basic land.
{T}: Add {B}.
{3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Realm of Koh

Land

This land enters tapped unless you control a basic land.
{T}: Add {B}.
{3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."

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 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


## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 6/9 - 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.

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The Rise of Sozin {4}{B}{B}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Destroy all creatures.
II -- Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

## Fire Lord Sozin

Legendary Creature -- Human Noble

Menace, firebending 3 (Whenever this creature attacks, add {R}{R}{R}. This mana lasts until end of combat.)
Whenever Fire Lord Sozin deals combat damage to a player, you may pay {X}. When you do, put any number of target creature cards with total mana value X or less from that player's graveyard onto the battlefield under your control.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ugin, Eye of the Storms {7}

Legendary Planeswalker -- Ugin

When you cast this spell, exile up to one target permanent that's one or more colors.
Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.
[+2]: You gain 3 life and draw a card.
[0]: Add {C}{C}{C}.
[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Planeswalker -- Ugin

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[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 7/9 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Weather Maker 3

Artifact

Landfall -- Whenever a land you control enters, put a charge counter on this artifact.
{T}: Add one mana of any color.
{T}, Remove two charge counters from this artifact: Add {C}{C}.
{T}, Remove three charge counters from this artifact: It deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Weather Maker 3

Artifact

Landfall -- Whenever a land you control enters, put a charge counter on this artifact.
{T}: Add one mana of any color.
{T}, Remove two charge counters from this artifact: Add {C}{C}.
{T}, Remove three charge counters from this artifact: It deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cease 1B/G

Instant

Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.

[sideboard]

- - - RIGHT HALF - - -

## Desist 4G/WG/W

Sorcery

Destroy all artifacts and enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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[sideboard]

- - - RIGHT HALF - - -

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Sorcery

Destroy all artifacts and enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Day of Black Sun XBB

Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 8/9 - 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.

## Doubling Season {4}{G}

Enchantment

If an effect would create one or more tokens under your control, it creates twice that many of those tokens instead.
If an effect would put one or more counters on a permanent you control, it puts twice that many of those counters on that permanent instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Feldon's Cane {1}

Artifact

{T}, Exile this artifact: Shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Feldon's Cane {1}

Artifact

{T}, Exile this artifact: Shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.)
Destroy target creature or planeswalker with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Outrageous Robbery {X}{B}{B}

Instant

Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The Rise of Sozin {4}{B}{B}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Destroy all creatures.
II -- Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

[sideboard]

- - - BACK FACE - - -

## Fire Lord Sozin

Legendary Creature -- Human Noble

Menace, firebending 3 (Whenever this creature attacks, add {R}{R}{R}. This mana lasts until end of combat.)
Whenever Fire Lord Sozin deals combat damage to a player, you may pay {X}. When you do, put any number of target creature cards with total mana value X or less from that player's graveyard onto the battlefield under your control.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 9/9 - 6 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.