

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Disruptive Stormbrood Creature -- Dragon Flying When this creature enters, destroy up to one target artifact or enchantment. 3/3 --- ADVENTURE --- Petty Revenge Sorcery -- Omen Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Disruptive Stormbrood ①⑥ 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 PLAYbotbox.dev	Esper Origins ①⑥ 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.) 4/4 ----- - - - 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esper Origins ①⑥ 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.) 4/4 ----- - - - 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esper Origins ①⑥ 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.) 4/4 ----- - - - 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Honest Rutstein 1B6 Legendary Creature -- Human Warlock When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Honest Rutstein 1B6 Legendary Creature -- Human Warlock When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Icetill Explorer ②⑥⑥ Creature -- Insect Scout You may play an additional land on each of your turns. You may play lands from your graveyard. Landfall -- Whenever a land you control enters, mill a card. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Icetill Explorer ②⑥⑥ Creature -- Insect Scout You may play an additional land on each of your turns. You may play lands from your graveyard. Landfall -- Whenever a land you control enters, mill a card. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Icetill Explorer ②⑥⑥ Creature -- Insect Scout You may play an additional land on each of your turns. You may play lands from your graveyard. Landfall -- Whenever a land you control enters, mill a card. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Icetill Explorer ②⑥⑥ Creature -- Insect Scout You may play an additional land on each of your turns. You may play lands from your graveyard. Landfall -- Whenever a land you control enters, mill a card. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Insidious Fungus ⑥ Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insidious Fungus ⑥ Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insidious Fungus ⑥ Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\} : \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(card data unavailable)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

{T}: Mill a card. (Put the top card of your library into your graveyard.)

{T}, Exile a card from your graveyard: Add one mana of any color.

1/1

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Ⓒ

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1/1

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{T}: Mill a card. (Put the top card of your library into your graveyard.)
{T}, Exile a card from your graveyard: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five 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, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quag Feast (1)(B) Sorcery Choose target creature, planeswalker, or Vehicle. Mill two cards, then destroy the chosen permanent if its mana value is less than or equal to the number of cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Season of Loss (3)(B)(B) Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Each player sacrifices a creature of their choice. {P}{P} -- Draw a card for each creature that died under your control this turn. {P}{P}{P} -- Each opponent loses X life, where X is the number of creature cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of Loss (3)(B)(B) Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Each player sacrifices a creature of their choice. {P}{P} -- Draw a card for each creature that died under your control this turn. {P}{P}{P} -- Each opponent loses X life, where X is the number of creature cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of Loss (3)(B)(B) Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Each player sacrifices a creature of their choice. {P}{P} -- Draw a card for each creature that died under your control this turn. {P}{P}{P} -- Each opponent loses X life, where X is the number of creature cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of Loss (3)(B)(B) Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Each player sacrifices a creature of their choice. {P}{P} -- Draw a card for each creature that died under your control this turn. {P}{P}{P} -- Each opponent loses X life, where X is the number of creature cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Selesnya Archivist (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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	The Final Days2BB Sorcery Create two tapped 2/2 black Horror creature tokens. If this spell was cast from a graveyard, instead create X of those tokens, where X is the number of creature cards in your graveyard. Flashback {4}[B][B] (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
The Scouring Stormsoul (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Town Greeter1G Creature -- Human Citizen When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Town Greeter1G Creature -- Human Citizen When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Town Greeter1G Creature -- Human Citizen When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wastewood Verge

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bitter Triumph

1 B

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sidebar]

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.

[sidebar]

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Vacuum

①

Artifact

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hollow Marauder 6B Creature -- Specter Rogue This spell costs {1} less to cast for each creature card in your graveyard. Flying When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hollow Marauder 6B Creature -- Specter Rogue This spell costs {1} less to cast for each creature card in your graveyard. Flying When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nowhere to Run 1B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outrageous Robbery XBB 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	Outrageous Robbery XBB 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	Outrageous Robbery XBB 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

Seedship Impact1G Instant Destroy target artifact or enchantment. If its mana value was 2 or less, create a Lander token. (It's an artifact with "{2}, {T}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shoot the Sheriff1B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urgent Necropsy2BG Instant As an additional cost to cast this spell, collect evidence X, where X is the total mana value of the permanents this spell targets. Destroy up to one target artifact, up to one target creature, up to one target enchantment, and up to one target planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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