

2 G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① B

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

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① ②

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3 B B

Flying, deathtouch
Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.)

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sheet 1/10 - 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.

Bloodthirsty Conqueror (3)(B)(B) Creature -- Vampire Knight Flying, deathtouch Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodthirsty Conqueror (3)(B)(B) Creature -- Vampire Knight Flying, deathtouch Whenever an opponent loses life, you gain that much life. (Damage causes loss of life.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 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	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	Cruelclaw's Heist (B)(B) Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cruelclaw's Heist (B)(B) Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

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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3 B B

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ⓑ

Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.

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(B)

Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.

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Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.

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2 B B

Whenever you gain life, target opponent loses that much life. When Enduring Tenacity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

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4/3

Enduring Tenacity 2BB Enchantment Creature -- Snake Glimmer Whenever you gain life, target opponent loses that much life. When Enduring Tenacity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enduring Tenacity 2BB Enchantment Creature -- Snake Glimmer Whenever you gain life, target opponent loses that much life. When Enduring Tenacity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enduring Tenacity 2BB Enchantment Creature -- Snake Glimmer Whenever you gain life, target opponent loses that much life. When Enduring Tenacity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}.	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.
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Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you.	Overlord of the Hauntwoods ③⑥⑥ 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	Overlord of the Hauntwoods ③⑥⑥ 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	Overlord of the Hauntwoods ③⑥⑥ 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
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Overlord of the Hauntwoods (3GG) 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	Pillage the Bog (BG) Sorcery Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot {1}{B}{G} (You may pay {1}{B}{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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pillage the Bog (BG) Sorcery Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot {1}{B}{G} (You may pay {1}{B}{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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pillage the Bog (BG) Sorcery Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot {1}{B}{G} (You may pay {1}{B}{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.) 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	Starscape Cleric (1B) Creature -- Bat Cleric Offspring {2}{B} (You may pay an additional {2}{B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Flying This creature can't block. Whenever you gain life, each opponent loses 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starscape Cleric (1B) Creature -- Bat Cleric Offspring {2}{B} (You may pay an additional {2}{B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Flying This creature can't block. Whenever you gain life, each opponent loses 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk16 Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk16 Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Up the Beanstalk 16 Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk 16 Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virtue of Persistence 5BB Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. -----ADVENTURE----- Lothwain Scorn 1B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virtue of Persistence 5BB Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. -----ADVENTURE----- Lothwain Scorn 1B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cease 18/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 46/W6/W Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 18/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 46/W6/W Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

1 B B

All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.

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{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

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{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

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2 G

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- * Destroy target artifact or enchantment.
- * Exile target player's graveyard.
- * You gain 4 life.

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When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- * Destroy target artifact or enchantment.
- * Exile target player's graveyard.
- * You gain 4 life.

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5 B B

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

- - - ADVENTURE - - -

① ②

Target creature gets -3/-3 until end of turn. You gain 2 life.

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sheet 9/10 - 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.

Virtue of Persistence 5BB Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. [sideboard] ----- ADVENTURE ----- Locthwain Scorn 1B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivien Reid 3GG Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." [sideboard] L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivien Reid 3GG Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." [sideboard] L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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