Agna Qel'a

Land

This land enters tapped unless you control a basic land.
{T}: Add {U}.
{2}{U}, {T}: Draw a card, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Agna Qel'a

Land

This land enters tapped unless you control a basic land.
{T}: Add {U}.
{2}{U}, {T}: Draw a card, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ardyn, the Usurper {5}{B}{B}{B}

Legendary Creature -- Elder Human Noble

Demons you control have menace, lifelink, and haste.
Starscourge -- At the beginning of combat on your turn, exile up to one target creature card from a graveyard. If you exiled a card this way, create a token that's a copy of that card, except it's a 5/5 black Demon.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ba Sing Se

Land

This land enters tapped unless you control a basic land.
{T}: Add {G}.
{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confusticate and Bebother {2}{U}

Instant

Choose one --
* Counter target spell unless its controller pays {4}.
* Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confusticate and Bebother {2}{U}

Instant

Choose one --
* Counter target spell unless its controller pays {4}.
* Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BuffKangaroo - FreeForm (Legality Fracture #1) sheet 1/10 - 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.

Confusticate and Bebother (2)(U)

Instant

Choose one --
* Counter target spell unless its controller pays {4}.
* Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Foggy Swamp Visions (1)(B)(B)

Sorcery

As an additional cost to cast this spell, waterbend {X}. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)
Exile X target creature cards from graveyards. For each creature card exiled this way, create a token that's a copy of it. At the beginning of your next end step, sacrifice those tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Exile X target creature cards from graveyards. For each creature card exiled this way, create a token that's a copy of it. At the beginning of your next end step, sacrifice those tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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.

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Lair

Land

{T}: Add {C}.
{T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Lair

Land

{T}: Add {C}.
{T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jumbo Cactuar {5}{G}{G}

Creature -- Plant

10,000 Needles -- Whenever this creature attacks, it gets +9999/+0 until end of turn.

1/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kiora, the Rising Tide {2}{U}

Legendary Creature -- Merfolk Noble

When Kiora enters, draw two cards, then discard two cards.
Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BuffKangaroo - FreeForm (Legality Fracture #1) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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3/2

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.

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.
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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

Raph & Mikey, Troublemakers (5)(R/G)(R/G)

Legendary Creature -- Mutant Ninja Turtle

Trample, haste
Whenever Raph & Mikey attack, reveal cards from the top of your library until you reveal a creature card. Put that card onto the battlefield tapped and attacking and the rest on the bottom of your library in a random order.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rapid Rescue (G)

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rapid Rescue (G)

Instant

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

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Sin, Spira's Punishment {4}{B}{G}{U}

Legendary Creature -- Leviathan Avatar

Flying
Whenever Sin enters or attacks, exile a permanent card from your graveyard at random, then create a tapped token that's a copy of that card. If the exiled card is a land card, repeat this process.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sire of Seven Deaths {7}

Creature -- Eldrazi

Reach, first strike
Vigilance, menace
Trample, lifelink
Ward--Pay 7 life.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
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This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summon: Bahamut {9}

Enchantment Creature -- Saga Dragon

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II -- Destroy up to one target nonland permanent.
III -- Draw two cards.
IV -- Mega Flare -- This creature deals damage equal to the total mana value of other permanents you control to each opponent.
Flying

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BuffKangaroo - FreeForm (Legality Fracture #1) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Superior Spider-Man {2}{U}{B}

Legendary Creature -- Spider Human Hero

Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surveillance Room

Land

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 PLAY botbox.dev

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Land

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BuffKangaroo - FreeForm (Legality Fracture #1) sheet 6/10 - 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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Deceit

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Malady

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Mystery

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Death of Gwen Stacy {2}{B}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target creature.
II -- Each player may discard a card. Each player who doesn't loses 3 life.
III -- Exile any number of target players' graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Death of Gwen Stacy {2}{B}

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III -- Exile any number of target players' graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thirst for Knowledge {2}{U}

Instant

Draw three cards. Then discard two cards unless you discard an artifact card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thirst for Knowledge {2}{U}

Instant

Draw three cards. Then discard two cards unless you discard an artifact card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Town Greeter {1}{G}

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 PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Broken Wings {2}{G}

Instant

Destroy target artifact, enchantment, or creature with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Broken Wings {2}{G}

Instant

Destroy target artifact, enchantment, or creature with flying.

[sideboard]

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.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BuffKangaroo - FreeForm (Legality Fracture #1) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Feed the Swarm 1B

Sorcery

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feed the Swarm 1B

Sorcery

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartless Act 1B

Instant

Choose one --
* Destroy target creature with no counters on it.
* Remove up to three counters from target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartless Act 1B

Instant

Choose one --
* Destroy target creature with no counters on it.
* Remove up to three counters from target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartless Act 1B

Instant

Choose one --
* Destroy target creature with no counters on it.
* Remove up to three counters from target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massacre Wurm 3BBB

Creature -- Phyrexian Wurm

When this creature enters, creatures your opponents control get -2/-2 until end of turn.
Whenever a creature an opponent controls dies, that player loses 2 life.

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massacre Wurm 3BBB

Creature -- Phyrexian Wurm

When this creature enters, creatures your opponents control get -2/-2 until end of turn.
Whenever a creature an opponent controls dies, that player loses 2 life.

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Myojin of Night's Reach 5BBB

Legendary Creature -- Spirit

Myojin of Night's Reach enters with a divinity counter on it if you cast it from your hand.
Myojin of Night's Reach has indestructible as long as it has a divinity counter on it.
Remove a divinity counter from Myojin of Night's Reach: Each opponent discards their hand.

[sideboard]

5/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BuffKangaroo - FreeForm (Legality Fracture #1) sheet 9/10 - 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.

Myojin of Night's Reach {5}{B}{B}{B}

Legendary Creature -- Spirit

Myojin of Night's Reach enters with a divinity counter on it if you cast it from your hand.
Myojin of Night's Reach has indestructible as long as it has a divinity counter on it.
Remove a divinity counter from Myojin of Night's Reach: Each opponent discards their hand.

[sideboard]

5/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unsummon {U}

Instant

Return target creature to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unsummon {U}

Instant

Return target creature to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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