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

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathcap Glade

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathcap Glade

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {B} or {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.

Elven Passage

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. You may behold an Elf. If you do, untap that land. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. You may behold an Elf. If you do, untap that land. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emeritus of Abundance (2)(G)

Creature -- Elf Druid

Vigilance
This creature enters prepared.
Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.

3/4

- - - OTHER FACE - - -

Regrowth (1)(G)

Sorcery

Return target card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - el_navajas - Standard v3 Group 671112 (Simulacrum Shaper, Vraska, the Cut sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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Garruk, Curse Breaker {3}{G}{G}

Legendary Planeswalker -- Garruk

Whenever a creature you control with power 4 or greater enters, draw a card.
[+2]: Untap up to two target lands.
[-3]: Create a 4/4 green Beast creature token with trample.
[-4]: Until your next turn, whenever one or more creatures attack one of your opponents, those creatures get +2/+2 and gain trample until end of turn.

L 5

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

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

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Llanowar Elves {G}

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

Playtest cards - el_navajas - Standard v3 Group 671112 (Simulacrum Shaper, Vraska, the Cut sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Mind Roots (1)(B)(G)

Sorcery

Target player discards two cards. Put up to one land card discarded this way onto the battlefield tapped under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Target player discards two cards. Put up to one land card discarded this way onto the battlefield tapped under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb

Land -- Swamp Forest

({T}: Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Professor Dellian Fel (2)(B)(G)

Legendary Planeswalker -- Dellian

[+2]: You gain 3 life.
[0]: You draw a card and lose 1 life.
[-3]: Destroy target creature.
[-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."

L 5

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Requiting Hex {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simulacrum Shaper {1}{G}{G}

Creature -- Elf Druid

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.
When this creature dies, draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Strategic Betrayal {1}{B}

Sorcery

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vicious Rivalry {2}{B}{G}

Sorcery

As an additional cost to cast this spell, pay X life.
Destroy all artifacts and creatures with mana value X or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virtue of Persistence {5}{B}{B}

Enchantment

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

- - - ADVENTURE - - -

Locthwain Scorn {1}{B}

Sorcery -- Adventure

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - el_navajas - Standard v3 Group 671112 (Simulacrum Shaper, Vraska, the Cut sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Vraska, the Cutting Glare {B}{B}{G}

Legendary Creature -- Gorgon Assassin

Deathtouch
When Vraska enters, if you control six or more lands, destroy target permanent an opponent controls. They create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

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

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Witherbloom Charm {B}{G}

Instant

Choose one --
* You may sacrifice a permanent. If you do, draw two cards.
* You gain 5 life.
* Destroy target nonland permanent with mana value 2 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Sorcery

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[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 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]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leatherhead, Swamp Stalker {2}{G}{G}

Legendary Creature -- Crocodile Mutant Rogue

Trample
Leatherhead enters with a hexproof counter on her.
Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls.

[sideboard]

5/4

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[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requiting Hex {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoot the Sheriff {1}{B}

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 PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal {1}{B}

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminal Criticism {1}{B}

Instant

Destroy target creature or planeswalker that's blue or red. You gain 1 life.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vicious Rivalry {2}{B}{G}

Sorcery

As an additional cost to cast this spell, pay X life.
Destroy all artifacts and creatures with mana value X or less.

[sideboard]

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