

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	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	Bitter Triumph 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	Bitter Triumph 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
Day of Black Sun 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 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	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

Deathcap Glade Land This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.
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Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.	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.	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.	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.
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Environmental Scientist ①⑥ Creature -- Human Druid When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Environmental Scientist ①⑥ Creature -- Human Druid When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Environmental Scientist ①⑥ Creature -- Human Druid When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest 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	Garruk, Veiled Butcher ③⑧⑧ Legendary Planeswalker -- Garruk If a creature an opponent controls would die, exile it instead. [+2]: Up to one target creature gets -4/-1 until your next turn. [-2]: Each player sacrifices a creature of their choice. If you sacrificed a creature this way, create a 4/4 green Beast creature token with trample. [-3]: Each opponent discards two cards. For each opponent who didn't discard two nonland cards this way, you draw a card. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Garruk, Veiled Butcher ③⑧⑧ Legendary Planeswalker -- Garruk If a creature an opponent controls would die, exile it instead. [+2]: Up to one target creature gets -4/-1 until your next turn. [-2]: Each player sacrifices a creature of their choice. If you sacrificed a creature this way, create a 4/4 green Beast creature token with trample. [-3]: Each opponent discards two cards. For each opponent who didn't discard two nonland cards this way, you draw a card. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mosswood Dreadknight ①⑥ Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. 3/2 ----- ADVENTURE ----- Dread Whispers ①⑧ Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Okamura, Marei - Standard v3 Group 2D99C6 (Rakshasa's Bargain, Mind into

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.

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

Mosswood Dreadknight 1G Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. 3/2 ----- ADVENTURE ----- Dread Whispers 1B Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) 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	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	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
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	Professor Dellian Fel 2BG 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Professor Dellian Fel 2BG 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Professor Dellian Fel 2BG 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 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 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	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	Simulacrum Shaper 1GG 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 PLAYbotbox.dev

Simulacrum Shaper ①⑥⑥ 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 PLAYbotbox.dev	Simulacrum Shaper ①⑥⑥ 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 PLAYbotbox.dev	Simulacrum Shaper ①⑥⑥ 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 PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.)
Swamp Basic Land -- Swamp ({T}: Add {B}.)	Swamp Basic Land -- Swamp ({T}: Add {B}.)	Swamp Basic Land -- Swamp ({T}: Add {B}.)	Thrór's Map ② Legendary Artifact When Thrór's Map enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle. {2}, {T}: Draw a card, then discard a card.

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	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	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	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
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	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

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	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	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	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
Decorum Dissertation (3)(B)(B) Sorcery -- Lesson Target player draws two cards and loses 2 life. Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.) [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	Keen-Eyed Curator (G)(G) Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mosswood Dreadknight (1)(G) Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. [sideboard] 3/2 ----- ADVENTURE ----- Dread Whispers (1)(B) Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mosswood Dreadknight ①⑥ Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. [sideboard] 3/2 ----- ADVENTURE ----- Dread Whispers ①B Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outrageous Robbery ⓧB③ 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	Qarsi Revenant ①B③ Creature -- Vampire Flying, deathtouch, lifelink Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Requiting Hex ③ 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
Strategic Betrayal ①B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal ①B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terminal Criticism ①B Instant Destroy target creature or planeswalker that's blue or red. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terminal Criticism ①B Instant Destroy target creature or planeswalker that's blue or red. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Ooze 2 Legendary Artifact Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") {T}: Exile target card from a graveyard. Create a Mutagen token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vicious Rivalry 2B6 Sorcery As an additional cost to cast this spell, pay X life. Destroy all artifacts and creatures with mana value X or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vicious Rivalry 2B6 Sorcery As an additional cost to cast this spell, pay X life. Destroy all artifacts and creatures with mana value X or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	