

**G**

As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.

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**G**

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5 B B B

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

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4/4

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## Land -- Forest Island

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

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## Land -- Forest Island

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <p><b>Bringer of the Last Gift</b> (6)(B)(B)</p> <p>Creature -- Vampire Demon</p> <p>Flying</p> <p>When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Bringer of the Last Gift</b> (6)(B)(B)</p> <p>Creature -- Vampire Demon</p> <p>Flying</p> <p>When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Bringer of the Last Gift</b> (6)(B)(B)</p> <p>Creature -- Vampire Demon</p> <p>Flying</p> <p>When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Bringer of the Last Gift</b> (6)(B)(B)</p> <p>Creature -- Vampire Demon</p> <p>Flying</p> <p>When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                      |
| <p><b>Cavern of Souls</b></p> <p>Land</p> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                      | <p><b>Cavern of Souls</b></p> <p>Land</p> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                      | <p><b>Cavern of Souls</b></p> <p>Land</p> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                      | <p><b>Deceit</b> (4)(U/B)(U/B)</p> <p>Creature -- Elemental Incarnation</p> <p>When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.</p> <p>When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>Invoke {U/B}{U/B}</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div><div><div>Deceit</div><div>4U/BU/B</div></div><div><div>Creature -- Elemental Incarnation</div><div>When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.<br/>When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/>Evoke {U/B}{U/B}</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     | <div><div><div>Formidable Speaker</div><div>2G</div></div><div><div>Creature -- Elf Druid</div><div>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br/>{1}, {T}: Untap another target permanent.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Formidable Speaker</div><div>2G</div></div><div><div>Creature -- Elf Druid</div><div>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br/>{1}, {T}: Untap another target permanent.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Formidable Speaker</div><div>2G</div></div><div><div>Creature -- Elf Druid</div><div>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br/>{1}, {T}: Untap another target permanent.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                            | <div><div><div>Formidable Speaker</div><div>2G</div></div><div><div>Creature -- Elf Druid</div><div>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br/>{1}, {T}: Untap another target permanent.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     | <div><div><div>Kavaero, Mind-Bitten</div></div><div><div>(card data unavailable)</div></div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            |

## Kavaero, Mind-Bitten

(card data unavailable)

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**Oblivious Bookworm**  

Creature -- Human Wizard

At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.

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2/3

## 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.

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| <b>Overlord of the Balemurk</b> (3)(B)(B)<br>Enchantment Creature -- Avatar Horror<br>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.)<br>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.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Overlord of the Balemurk</b> (3)(B)(B)<br>Enchantment Creature -- Avatar Horror<br>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.)<br>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.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Overlord of the Balemurk</b> (3)(B)(B)<br>Enchantment Creature -- Avatar Horror<br>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.)<br>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.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Seasoned Cryomancer</b> (1)(U)(U)<br>Creature -- Human Wizard<br>When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.<br>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Seasoned Cryomancer</b> (1)(U)(U)<br>Creature -- Human Wizard<br>When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.<br>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                           | <b>Seasoned Cryomancer</b> (1)(U)(U)<br>Creature -- Human Wizard<br>When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.<br>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                           | <b>Seasoned Cryomancer</b> (1)(U)(U)<br>Creature -- Human Wizard<br>When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.<br>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                           | <b>Something Worth Saving</b> (1)(G)<br>Instant<br>Mill four cards. You may put a permanent card from among them into your hand. You gain 1 life. (To mill four cards, put the top four cards of your library into your graveyard.)<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                            |

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| <div><div>Something Worth Saving ①⑥</div><div>Instant</div><div>Mill four cards. You may put a permanent card from among them into your hand. You gain 1 life. (To mill four cards, put the top four cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Something Worth Saving ①⑥</div><div>Instant</div><div>Mill four cards. You may put a permanent card from among them into your hand. You gain 1 life. (To mill four cards, put the top four cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Something Worth Saving ①⑥</div><div>Instant</div><div>Mill four cards. You may put a permanent card from among them into your hand. You gain 1 life. (To mill four cards, put the top four cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Starting Town</div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                        |
| <div><div>Starting Town</div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Starting Town</div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Superior Spider-Man ②④③</div><div>Legendary Creature -- Spider Human Hero</div><div>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.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Superior Spider-Man ②④③</div><div>Legendary Creature -- Spider Human Hero</div><div>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.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

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## Terror of the Peaks (3)(R)(R)

Creature -- Dragon

**Flying**  
Spells your opponents cast that target this creature cost an additional 3 life to cast. Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Terror of the Peaks (3RR)

Creature -- Dragon

Flying  
Spells your opponents cast that target this creature cost an additional 3 life to cast.  
Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.

5/4

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## Wastewood Verge

Land

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

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## Wastewood Verge

Land

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

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## Watery Grave

Land -- Island Swamp

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

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## Watery Grave

Land -- Island Swamp

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

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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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| <div>Willowrush Verge</div> <div>Land</div> <div>{T}: Add {U}.</div> <div>{T}: Add {G}. Activate only if you control a Forest or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                              | <div>Willowrush Verge</div> <div>Land</div> <div>{T}: Add {U}.</div> <div>{T}: Add {G}. Activate only if you control a Forest or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                              | <div>Wistfulness</div> <div>Creature -- Elemental Incarnation</div> <div>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.</div> <div>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.</div> <div>Invoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Wistfulness</div> <div>Creature -- Elemental Incarnation</div> <div>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.</div> <div>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.</div> <div>Invoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Awaken the Honored Dead</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- Destroy target nonland permanent.</div> <div>II -- Mill three cards.</div> <div>III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Awaken the Honored Dead</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- Destroy target nonland permanent.</div> <div>II -- Mill three cards.</div> <div>III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Disruptive Stormbrood</div> <div>Creature -- Dragon</div> <div>Flying</div> <div>When this creature enters, destroy up to one target artifact or enchantment.</div> <div>[sideboard]</div> <div>3/3</div> <div>----- ADVENTURE -----</div> <div>Petty Revenge</div> <div>Sorcery -- Omen</div> <div>Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                      | <div>Duress</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                           |

Playtest cards - bless\_von - Sultai Reanimator (Standard Challenge 16)

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

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| <div> <b>Duress</b> <span>(B)</span> </div> <div>Sorcery</div> <div>           Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                  | <div> <b>Duress</b> <span>(B)</span> </div> <div>Sorcery</div> <div>           Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Duress</b> <span>(B)</span> </div> <div>Sorcery</div> <div>           Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                 | <div> <b>Keen-Eyed Curator</b> <span>(G)(G)</span> </div> <div>Creature -- Raccoon Scout</div> <div>           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.         </div> <div>[sideboard]</div> <div> <div>3/3</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                |
| <div> <b>Keen-Eyed Curator</b> <span>(G)(G)</span> </div> <div>Creature -- Raccoon Scout</div> <div>           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.         </div> <div>[sideboard]</div> <div> <div>3/3</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Negate</b> <span>(1)(U)</span> </div> <div>Instant</div> <div>           Counter target noncreature spell.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                | <div> <b>Requiting Hex</b> <span>(B)</span> </div> <div>Instant</div> <div>           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.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Requiting Hex</b> <span>(B)</span> </div> <div>Instant</div> <div>           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.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

4 G G

This creature can't be blocked by creatures with power 2 or less.

[sideboard]

6/7

① ⑥

Destroy target artifact or enchantment. (Then exile this card. You may cast the creature later from exile.)

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1 B

Target opponent exiles a creature they control and their graveyard.

[sideboard]

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① ⑧

Target opponent exiles a creature they control and their graveyard.

[sidebar]

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