

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 PLAYbotbox.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 PLAYbotbox.dev	Bitter Triumph1B 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 PLAYbotbox.dev	Bitter Triumph1B 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 PLAYbotbox.dev
Carnivorous Cultivator1G Creature -- Elf Warlock Deathtouch This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand. 2/3 ----- OTHER FACE ----- EnrootG Sorcery Search your library for a land card, put it into your graveyard, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnivorous Cultivator1G Creature -- Elf Warlock Deathtouch This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand. 2/3 ----- OTHER FACE ----- EnrootG Sorcery Search your library for a land card, put it into your graveyard, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnivorous Cultivator1G Creature -- Elf Warlock Deathtouch This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand. 2/3 ----- OTHER FACE ----- EnrootG Sorcery Search your library for a land card, put it into your graveyard, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnivorous Cultivator1G Creature -- Elf Warlock Deathtouch This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand. 2/3 ----- OTHER FACE ----- EnrootG Sorcery Search your library for a land card, put it into your graveyard, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cryptic Caves Land {T}: Add {C}. {1}, {T}, Sacrifice this land: Draw a card. Activate only if you control five or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up3BB 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 PLAYbotbox.dev	Deadly Cover-Up3BB 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 PLAYbotbox.dev	Deadly Cover-Up3BB 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 PLAYbotbox.dev
Disruptive Stormbrood4G Creature -- Dragon Flying When this creature enters, destroy up to one target artifact or enchantment. 3/3 -----ADVENTURE----- Petty Revenge1B Sorcery -- Omen Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	Emeritus of Abundance2G 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----- Regrowth1G Sorcery Return target card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Esper Origins 16 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 PLAYbotbox.dev	Esper Origins 16 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 PLAYbotbox.dev	Esper Origins 16 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 PLAYbotbox.dev	Esper Origins 16 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 PLAYbotbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. 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

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Creature -- Insect Scout

You may play an additional land on each of your turns.
You may play lands from your graveyard.
Landfall -- Whenever a land you control enters, mill a card.

2/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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$$\{T\}: \text{Add } \{G\}.$$

1/1

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G

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1/1

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G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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((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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($\{T\}$: Add $\{B\}$ or $\{G\}$.)
As this land enters, you may pay 2
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tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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($\{T\}$: 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

3 B B

Enchantment Creature -- Avatar Horror

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.) 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.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Enchantment Creature -- Avatar Horror

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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.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror 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.) 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. 5/5 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Volatile Fault Land -- Cave {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That player may search their library for a basic land card, put it onto the battlefield, then shuffle. You create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vraska, the Cutting Glare BBG 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 BBG 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 BBG 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 BBG 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
Duress 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	Duress 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	Duress 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	Duress 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

①

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X B B

Exile the top X cards of target opponent's library. You may play those cards this turn. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.

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X B B

Exile the top X cards of target opponent's library. You may play those cards this turn. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Target opponent exiles a creature they control and their graveyard.

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] 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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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