

<div><div><div>Ba Sing Se</div><div>Land</div><div><p>This land enters tapped unless you control a basic land.</p><p>{T}: Add {G}.</p><p>{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.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Ba Sing Se</div><div>Land</div><div><p>This land enters tapped unless you control a basic land.</p><p>{T}: Add {G}.</p><p>{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.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Bitter Triumph</div><div>Instant</div><div><p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Deadly Cover-Up</div><div>Sorcery</div><div><p>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.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Deadly Cover-Up</div><div>Sorcery</div><div><p>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.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Deathcap Glade</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {B} or {G}.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Deathcap Glade</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {B} or {G}.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Doctor Doom</div><div>Legendary Creature -- Human Scientist Villain</div><div><p>When Doctor Doom enters, create two 3/3 colorless Robot Villain artifact creature tokens named Doombot. As long as you control an artifact creature or a Plan, Doctor Doom has indestructible. At the beginning of your end step, you draw a card and lose 1 life.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>3/3</div></div></div>

<div> Duress (B) </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> <div>3/4</div> </div> <div> <div>Regrowth</div> (1)(G) </div> <div> Sorcery </div> <div> Return target card from your graveyard to your hand. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Duress (B) </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> <div>3/4</div> </div> <div> <div>Regrowth</div> (1)(G) </div> <div> Sorcery </div> <div> Return target card from your graveyard to your hand. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Emeritus of Abundance (2)(G) </div> <div> Creature -- Elf Druid </div> <div> Vigilance This creature enters prepared. Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared. </div> <div> <div>3/4</div> </div> <div> <div>Regrowth</div> (1)(G) </div> <div> Sorcery </div> <div> Return target card from your graveyard to your hand. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Emeritus of Abundance (2)(G) </div> <div> Creature -- Elf Druid </div> <div> Vigilance This creature enters prepared. Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared. </div> <div> <div>3/4</div> </div> <div> <div>Regrowth</div> (1)(G) </div> <div> Sorcery </div> <div> Return target card from your graveyard to your hand. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Garruk, Veiled Butcher ③⑧⑧</div><div>Legendary Planeswalker -- Garruk</div><div>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.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Maelstrom Pulse ①⑧⑥</div><div>Sorcery</div><div>Destroy target nonland permanent and all other permanents with the same name as that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mosswood Dreadknight ①⑥</div><div>Creature -- Human Knight</div><div>Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div><div>3/2</div><div>----- ADVENTURE -----</div><div><div>Dread Whispers ①⑧</div><div>Sorcery -- Adventure</div><div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Overgrown Tomb

Land - - Swamp Forest

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As this land enters, you may pay 2
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Overgrown Tomb

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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

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

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

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```

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ra1 Zarek, Guest Lecturer (1)(B)(B)

Legendary Planeswalker -- Ral

[+1]: Surveil 2.
[-1]: Any number of target players each discard a card.
[-2]: Return target creature card with mana value 3 or less from your graveyard to the battlefield.
[-7]: Flip five coins. Target opponent skips their next X turns, where X is the number of coins that came up heads.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requiting Hex

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

Requiting Hex

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.)
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Requiting Hex (B) <hr/> Instant <hr/> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</p> <p>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p>	Restless Cottage <hr/> Land <hr/> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p>	Restless Cottage <hr/> Land <hr/> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p>	Restless Cottage <hr/> Land <hr/> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p>
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Restless Cottage <hr/> Land <hr/> <p>This land enters tapped.</p> <p>{T}: Add {B} or {G}.</p> <p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p> <p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p>	Shoot the Sheriff (1)(B) <hr/> Instant <hr/> <p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p>	Simulacrum Shaper (1)(G)(G) <hr/> Creature -- Elf Druid <hr/> <p>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p> <p>When this creature dies, draw a card.</p>	Simulacrum Shaper (1)(G)(G) <hr/> Creature -- Elf Druid <hr/> <p>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p> <p>When this creature dies, draw a card.</p>
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<div><div><div>Simulacrum Shaper</div><div><div>1</div><div>G</div><div>G</div></div></div><div><div>Creature -- Elf Druid</div><div>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.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Simulacrum Shaper</div><div><div>1</div><div>G</div><div>G</div></div></div><div><div>Creature -- Elf Druid</div><div>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.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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Virtue of Persistence (5)(B)(B) <hr/> Enchantment <hr/> <p>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</p> <p>----- ADVENTURE -----</p> Lothwain Scorn (1)(B) <hr/> Sorcery -- Adventure <hr/> <p>Target creature gets -3/-3 until end of turn. You gain 2 life.</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Vraska, the Cutting Glare (B)(B)(G) <hr/> Legendary Creature -- Gorgon Assassin <hr/> <p>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.")</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Vraska, the Cutting Glare (B)(B)(G) <hr/> Legendary Creature -- Gorgon Assassin <hr/> <p>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.")</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Vraska, the Cutting Glare (B)(B)(G) <hr/> Legendary Creature -- Gorgon Assassin <hr/> <p>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.")</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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Playtest cards - wgzzg - Standard v3 Group BADB1A (Simulacrum Shaper, Vraska, the Cutting Glare, Wastewood Verge) sheet 7/10 - 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.

<div><div>Wastewood Verge</div><div>Land</div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Witherbloom Charm</div><div>Instant</div><div><div>Choose one --</div><div>* You may sacrifice a permanent. If you do, draw two cards.</div><div>* You gain 5 life.</div><div>* Destroy target nonland permanent with mana value 2 or less.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Witherbloom Charm</div><div>Instant</div><div><div>Choose one --</div><div>* You may sacrifice a permanent. If you do, draw two cards.</div><div>* You gain 5 life.</div><div>* Destroy target nonland permanent with mana value 2 or less.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Witherbloom Charm</div><div>Instant</div><div><div>Choose one --</div><div>* You may sacrifice a permanent. If you do, draw two cards.</div><div>* You gain 5 life.</div><div>* Destroy target nonland permanent with mana value 2 or less.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Cruelclaw's Heist</div><div>Sorcery</div><div><div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)</div><div>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</div></div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ghost Vacuum</div><div>Artifact</div><div><div>{T}: Exile target card from a graveyard.</div><div>{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.</div></div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Liliana, Dreadhorde General</div><div>Legendary Planeswalker -- Liliana</div><div><div>Whenever a creature you control dies, draw a card.</div><div>[+1]: Create a 2/2 black Zombie creature token.</div><div>[-4]: Each player sacrifices two creatures of their choice.</div><div>[-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest.</div></div><div>[sideboard]</div><div>L 6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Outrageous Robbery</div><div>Instant</div><div><div>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.</div></div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Qarsi Revenant</div><div>①B B</div></div><div><div>Creature -- Vampire</div><div>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.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Qarsi Revenant</div><div>①B B</div></div><div><div>Creature -- Vampire</div><div>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.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Strategic Betrayal</div><div>①B</div></div><div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Strategic Betrayal</div><div>①B</div></div><div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Terminal Criticism</div><div>①B</div></div><div><div>Instant</div><div>Destroy target creature or planeswalker that's blue or red. You gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Terminal Criticism</div><div>①B</div></div><div><div>Instant</div><div>Destroy target creature or planeswalker that's blue or red. You gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>The End</div><div>②B B</div></div><div><div>Instant</div><div>This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>The Rise of Sozin</div><div>④B B</div></div><div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Destroy all creatures. II -- Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>[sideboard]</div><div>----- - - - BACK FACE - - -</div><div><div>Fire Lord Sozin</div><div>Legendary Creature -- Human Noble</div><div>Menace, firebending 3 (Whenever this creature attacks, add {R}{R}{R}. This mana lasts until end of combat.) Whenever Fire Lord Sozin deals combat damage to a player, you may pay {X}. When you do, put any number of target creature cards with total mana value X or less from that player's graveyard onto the battlefield under your control.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>

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