## Anticausal Vestige 6

Creature -- Eldrazi

When this creature leaves the battlefield, draw a card, then you may put a permanent card with mana value less than or equal to the number of lands you control from your hand onto the battlefield tapped.
Warp {4} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

**7/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**7/5**

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Emrakul, the Exigent Doom 10

Legendary Creature -- Eldrazi

When you cast this spell, untap all lands you control.
Flying, trample
Ward--Sacrifice three permanents.
{3}, Exile this card from your hand: Target land gains "{T}: Add {C}{C}" until this card is cast from exile. You may cast this card for as long as it remains exiled.

**12/12**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**12/12**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Forest**

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - narca - Standard (???2 / Standard Cup 2)** sheet 3/10 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Heartwood Crafter (G)

Creature -- Elf Artificer

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
{T}: Add {C}. This mana can't be spent to cast spells from your hand.

**1/1**

- - - OTHER FACE - - -

## Soul Tether (2)(R/G)

Sorcery

Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")

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**Playtest cards - narca - Standard (???2 / Standard Cup 2)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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## Insidious Fungus (G)

Creature -- Fungus

{2}, Sacrifice this creature: Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Interdimensional Web Watch (4)

Artifact

When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.
{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Interdimensional Web Watch (4)

Artifact

When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.
{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Interdimensional Web Watch (4)

Artifact

When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.
{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.

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When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.
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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


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1/1

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**Playtest cards - narca - Standard (???2 / Standard Cup 2)** sheet 5/10 - 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.

**Llanowar Elves** {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Mountain**

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**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

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**Playtest cards - narca - Standard (???2 / Standard Cup 2)** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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## Soulstone Sanctuary

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## The Echoverse Fulcrum (2)

Legendary Artifact

When The Echoverse Fulcrum enters, draw a card, then discard a card.
{5}, {T}, Exile The Echoverse Fulcrum: Destroy all creatures. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Ugin, Eye of the Storms (7)

Legendary Planeswalker -- Ugin

When you cast this spell, exile up to one target permanent that's one or more colors.
Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.
[+2]: You gain 3 life and draw a card.
[0]: Add {C}{C}{C}.
[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**L 7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Vastlands Scavenger {1}{G}{G}

Creature -- Bear Druid

Deathtouch
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

**4/4**

- - - OTHER FACE - - -

## Bind to Life {4}{G}

Instant

Mill seven cards. Then put a creature card from among them onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**4/4**

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## Bind to Life {4}{G}

Instant

Mill seven cards. Then put a creature card from among them onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cease {1}{B/G}

Instant

Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.

[sideboard]

- - - RIGHT HALF - - -

## Desist {4}{G/W}{G/W}

Sorcery

Destroy all artifacts and enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

Destroy all artifacts and enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Compel Brutality {1}{G}

Instant

Choose one --
* Target creature you control deals damage equal to its power to target creature or planeswalker an opponent controls.
* Target planeswalker you control deals damage equal to its loyalty to target creature or planeswalker an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - narca - Standard (???2 / Standard Cup 2)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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* Target planeswalker you control deals damage equal to its loyalty to target creature or planeswalker an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gigantic Big Bear {5}{G}{G}

Creature -- Bear

This spell can't be countered.
Hexproof, haste

[sideboard]

**10/7**

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Hexproof, haste

[sideboard]

**10/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Meltstrider's Resolve {G}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)
Enchanted creature gets +0/+2 and can't be blocked by more than one creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ruinous Rampage {1}{R}{R}

Sorcery

Choose one --
* Ruinous Rampage deals 3 damage to each opponent.
* Exile all artifacts with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Ruinous Rampage** {1}{R}{R}

Sorcery

Choose one --
* Ruinous Rampage deals 3 damage to each opponent.
* Exile all artifacts with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Torpor Orb** {2}

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

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**Torpor Orb** {2}

Artifact

Creatures entering don't cause abilities to trigger.

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