

Choked Estuary Land As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Petition Sorcery Search your library for a card, put that card into your hand, then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Petition Sorcery Search your library for a card, put that card into your hand, then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Den Protector Creature -- Human Warrior Creatures with power less than this creature's power can't block it. Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, return target card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dragonlord Silumgar Legendary Creature -- Elder Dragon Flying, deathtouch When Dragonlord Silumgar enters, gain control of target creature or planeswalker for as long as you control Dragonlord Silumgar. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Silumgar Legendary Creature -- Elder Dragon Flying, deathtouch When Dragonlord Silumgar enters, gain control of target creature or planeswalker for as long as you control Dragonlord Silumgar. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds

Land

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Forest

Basic Land -- Forest

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

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Grasp of Darkness

Instant

Target creature gets -4/-4 until end of turn.

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Hissing Quagmire

Land

This land enters tapped.
 {T}: Add {B} or {G}.
 {1}{B}{G}: Until end of turn, this land becomes a 2/2 black and green Elemental creature with deathtouch.
 It's still a land.

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Island

Basic Land -- Island

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

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Kalitas, Traitor of Ghet (2)(B)(B)

Legendary Creature -- Vampire Warrior

Lifelink
If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token.
{2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/4

Kalitas, Traitor of Ghet 2BB Legendary Creature -- Vampire Warrior Lifelink If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token. {2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Languish 2BB Sorcery All creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Languish 2BB Sorcery All creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Vastwood Seer 2G Legendary Creature -- Elf Scout When Nissa enters, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle. Whenever a land you control enters, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control. 2/2 ----- BACK FACE ----- Nissa, Sage Animist Legendary Planeswalker -- Nissa [+1]: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. [-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token. [-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Vastwood Seer 2G Legendary Creature -- Elf Scout When Nissa enters, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle. Whenever a land you control enters, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control. 2/2 ----- BACK FACE ----- Nissa, Sage Animist Legendary Planeswalker -- Nissa [+1]: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. [-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token. [-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Painful Truths 2B Sorcery Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kaname - Standard (Standard PTQ Finals)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Painful Truths

2 B

Sorcery

Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruinous Path

①BB

Sorcery

Destroy target creature or planeswalker.
Awaken 4--{B}{B} (If you cast this spell for {B}{B}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

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Sorcery

Destroy target creature or planeswalker.
Awaken 4--{B}{B} (If you cast this spell for {B}{B}, also put four +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.)

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Seasons Past

4 G G

Sorcery

Return any number of cards with different mana values from your graveyard to your hand. Put Seasons Past on the bottom of its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silumgar's Command

3 U B

Instant

Choose two --

- * Counter target noncreature spell.
- * Return target permanent to its owner's hand.
- * Target creature gets -3/-3 until end of turn.
- * Destroy target planeswalker.

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Sunken Hollow

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped unless you
control two or more basic lands.

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Sunken Hollow Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Advocate 16 Creature -- Elf Druid Ally Vigilance As long as you control six or more lands, this creature and land creatures you control get +2/+2. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Advocate 16 Creature -- Elf Druid Ally Vigilance As long as you control six or more lands, this creature and land creatures you control get +2/+2. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Advocate 16 Creature -- Elf Druid Ally Vigilance As long as you control six or more lands, this creature and land creatures you control get +2/+2. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sylvan Advocate (1)(G) Creature -- Elf Druid Ally Vigilance As long as you control six or more lands, this creature and land creatures you control get +2/+2. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tireless Tracker (2)(G) Creature -- Human Scout Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, put a +1/+1 counter on this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tireless Tracker (2)(G) Creature -- Human Scout Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, put a +1/+1 counter on this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tireless Tracker (2)(G) Creature -- Human Scout Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, put a +1/+1 counter on this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Ultimate Price ①Ⓑ Instant Destroy target monocolored creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ultimate Price ①Ⓑ Instant Destroy target monocolored creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dead Weight Ⓑ Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dead Weight Ⓑ Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B

Choose a creature card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

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3 B B

```
[+1]: You draw a card and you lose 1
life.
[-3]: Destroy target creature.
[-8]: Target opponent gets an emblem
with "Whenever a player draws a
card, you lose 2 life."
```

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3 B B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Target player sacrifices a creature or planeswalker of their choice. Delirium -- If there are four or more card types among cards in your graveyard, instead that player sacrifices a creature and a planeswalker of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virulent Plague 2 B Enchantment Creature tokens get -2/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Woodland Wanderer 3 G Creature -- Elemental Vigilance, trample Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Woodland Wanderer 3 G Creature -- Elemental Vigilance, trample Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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