

Cast Down Instant Destroy target nonlegendary creature. 1 B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chart a Course Sorcery Draw two cards. Then discard a card unless you attacked this turn. 1 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Discovery Sorcery Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) 1 U/B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Discovery Sorcery Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) 1 U/B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Disinformation Campaign Enchantment When this enchantment enters, you draw a card and each opponent discards a card. Whenever you surveil, return this enchantment to its owner's hand. 1 U B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disinformation Campaign Enchantment When this enchantment enters, you draw a card and each opponent discards a card. Whenever you surveil, return this enchantment to its owner's hand. 1 U B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disinformation Campaign Enchantment When this enchantment enters, you draw a card and each opponent discards a card. Whenever you surveil, return this enchantment to its owner's hand. 1 U B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disinformation Campaign Enchantment When this enchantment enters, you draw a card and each opponent discards a card. Whenever you surveil, return this enchantment to its owner's hand. 1 U B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dispersal Instant Each opponent returns a nonland permanent they control with the greatest mana value among permanents they control to its owner's hand, then discards a card. 3 U B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispersal Instant Each opponent returns a nonland permanent they control with the greatest mana value among permanents they control to its owner's hand, then discards a card. 3 U B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispersal Instant Each opponent returns a nonland permanent they control with the greatest mana value among permanents they control to its owner's hand, then discards a card. 3 U B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispersal Instant Each opponent returns a nonland permanent they control with the greatest mana value among permanents they control to its owner's hand, then discards a card. 3 U B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doom Whisperer (3)(B)(B) Creature -- Nightmare Demon Flying, trample Pay 2 life: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doom Whisperer (3)(B)(B) Creature -- Nightmare Demon Flying, trample Pay 2 life: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doom Whisperer (3)(B)(B) Creature -- Nightmare Demon Flying, trample Pay 2 life: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dream Eater (4)(U)(U) Creature -- Nightmare Sphinx Flash Flying When this creature enters, surveil 4. When you do, you may return target nonland permanent an opponent controls to its owner's hand. (To surveil 4, look at the top four cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - moris - Standard (Standard League)

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 2/10 - 8 cards - 2.5 x 3.5 in each

Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. 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. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Moment of Craving 1UB Instant Target creature gets -2/-2 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moment of Craving 1UB Instant Target creature gets -2/-2 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moment of Craving 1UB Instant Target creature gets -2/-2 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nicol Bolas, the Ravager 1UBR Legendary Creature -- Elder Dragon Flying When Nicol Bolas enters, each opponent discards a card. {4}{U}{B}{R}: Exile Nicol Bolas, then return him to the battlefield transformed under his owner's control. Activate only as a sorcery. 4/4 -- -- BACK FACE -- -- Nicol Bolas, the Arisen Legendary Planeswalker -- Bolas [+2]: Draw two cards. [-3]: Nicol Bolas deals 10 damage to target creature or planeswalker. [-4]: Put target creature or planeswalker card from a graveyard onto the battlefield under your control. [-12]: Exile all but the bottom card of target player's library. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nicol Bolas, the Ravager 1UBR Legendary Creature -- Elder Dragon Flying When Nicol Bolas enters, each opponent discards a card. {4}{U}{B}{R}: Exile Nicol Bolas, then return him to the battlefield transformed under his owner's control. Activate only as a sorcery. 4/4 -- -- BACK FACE -- -- Nicol Bolas, the Arisen Legendary Planeswalker -- Bolas [+2]: Draw two cards. [-3]: Nicol Bolas deals 10 damage to target creature or planeswalker. [-4]: Put target creature or planeswalker card from a graveyard onto the battlefield under your control. [-12]: Exile all but the bottom card of target player's library. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nicol Bolas, the Ravager 1UBR Legendary Creature -- Elder Dragon Flying When Nicol Bolas enters, each opponent discards a card. {4}{U}{B}{R}: Exile Nicol Bolas, then return him to the battlefield transformed under his owner's control. Activate only as a sorcery. 4/4 -- -- BACK FACE -- -- Nicol Bolas, the Arisen Legendary Planeswalker -- Bolas [+2]: Draw two cards. [-3]: Nicol Bolas deals 10 damage to target creature or planeswalker. [-4]: Put target creature or planeswalker card from a graveyard onto the battlefield under your control. [-12]: Exile all but the bottom card of target player's library. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nicol Bolas, the Ravager 1UBR Legendary Creature -- Elder Dragon Flying When Nicol Bolas enters, each opponent discards a card. {4}{U}{B}{R}: Exile Nicol Bolas, then return him to the battlefield transformed under his owner's control. Activate only as a sorcery. 4/4 -- -- BACK FACE -- -- Nicol Bolas, the Arisen Legendary Planeswalker -- Bolas [+2]: Draw two cards. [-3]: Nicol Bolas deals 10 damage to target creature or planeswalker. [-4]: Put target creature or planeswalker card from a graveyard onto the battlefield under your control. [-12]: Exile all but the bottom card of target player's library. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ritual of Soot 2BB Sorcery Destroy all creatures with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ritual of Soot 2 B B Sorcery Destroy all creatures with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sinister Sabotage 1 U U Instant Counter target spell. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sinister Sabotage 1 U U Instant Counter target spell. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sinister Sabotage 1 U U Instant Counter target spell. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. 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

The Eldest Reborn ④② Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Each opponent sacrifices a creature or planeswalker of their choice. II -- Each opponent discards a card. III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Erasure ①② Sorcery Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Erasure ①② Sorcery Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Erasure ①② Sorcery Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thought Erasure ①② Sorcery Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt ②②② Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt ②②② Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt ②②② Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cast Down Instant Destroy target nonlegendary creature. [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	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① B B

Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) All creatures get -2/-2 until end of turn. If you have the city's blessing, instead only creatures your opponents control get -2/-2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Target creature gets -2/-2 until end of turn. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcantá. (Look at the top card of your library. You may put that card into your graveyard.)

- - - BACK FACE - - -

Legendary Land

(Transforms from Search for Azcanta.)
 {T}: Add {U}.
 {2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- Each opponent sacrifices a creature or planeswalker of their choice.

II -- Each opponent discards a card.

III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Flying
Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

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 9/10 - 8 cards - 2.5 x 3.5 in each

Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td></td></td></td>	Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td></td></td>	Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td></td>	
--	---	--	--