## Blackcleave Cliffs

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blooming Marsh

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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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

## 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

## Cut Down {B}

Instant

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Misplacedginger - Standard (Standard Challenge 64)** sheet 1/10 - 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.

## Cut Down {B}

Instant

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Darkslick Shores

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Darkslick Shores

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Deathcap Glade

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ertai Resurrected {2}{U}{B}

Legendary Creature -- Phyrexian Human Wizard

Flash
When Ertai Resurrected enters, choose up to one --
* Counter target spell, activated ability, or triggered ability. Its controller draws a card.
* Destroy another target creature or planeswalker. Its controller draws a card.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ertai Resurrected {2}{U}{B}

Legendary Creature -- Phyrexian Human Wizard

Flash
When Ertai Resurrected enters, choose up to one --
* Counter target spell, activated ability, or triggered ability. Its controller draws a card.
* Destroy another target creature or planeswalker. Its controller draws a card.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Go for the Throat {1}{B}

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Go for the Throat {1}{B}

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Go for the Throat** {1}{B}

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Honest Rutstein** {1}{B}{G}

Legendary Creature -- Human Warlock

When Honest Rutstein enters, return target creature card from your graveyard to your hand.
Creature spells you cast cost {1} less to cast.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Honest Rutstein** {1}{B}{G}

Legendary Creature -- Human Warlock

When Honest Rutstein enters, return target creature card from your graveyard to your hand.
Creature spells you cast cost {1} less to cast.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Human Warlock

When Honest Rutstein enters, return target creature card from your graveyard to your hand.
Creature spells you cast cost {1} less to cast.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Inti, Seneschal of the Sun** {1}{R}

Legendary Creature -- Human Knight

Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.
Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Inti, Seneschal of the Sun** {1}{R}

Legendary Creature -- Human Knight

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Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Misplacedginger - Standard (Standard Challenge 64)** 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.

**Malcolm, Alluring Scoundrel** 1U

Legendary Creature -- Siren Pirate

Flash
Flying
Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Otawara, Soaring City

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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{T}: Add {U}.
Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Plaza of Heroes

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.
{T}: Add one mana of any color among legendary permanents you control.
{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Plaza of Heroes

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.
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Land

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{T}: Add one mana of any color among legendary permanents you control.
{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Misplacedginger - Standard (Standard Challenge 64)** sheet 4/10 - 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.

## Plaza of Heroes

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.
{T}: Add one mana of any color among legendary permanents you control.
{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Relic of Legends 3

Artifact

{T}: Add one mana of any color.
Tap an untapped legendary creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

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Tap an untapped legendary creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

{T}: Add one mana of any color.
Tap an untapped legendary creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rona, Herald of Invasion

Card

- - - OTHER FACE - - -

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Card

- - - OTHER FACE - - -

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Card

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- - - OTHER FACE - - -

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Rona, Herald of Invasion**

Card

- - - OTHER FACE - - -

**Rona, Herald of Invasion**

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Slogurk, the Overslime** 1GU

Legendary Creature -- Ooze

Trample
Whenever a land card is put into your graveyard from anywhere, put a +1/+1 counter on Slogurk.
Remove three +1/+1 counters from Slogurk: Return it to its owner's hand.
When Slogurk leaves the battlefield, return up to three target land cards from your graveyard to your hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When Slogurk leaves the battlefield, return up to three target land cards from your graveyard to your hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Takenuma, Abandoned Mire**

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Takenuma, Abandoned Mire**

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Misplacedginger - Standard (Standard Challenge 64)** sheet 6/10 - 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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Legendary Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Tinybones, the Pickpocket (B)

Legendary Creature -- Skeleton Rogue

Deathtouch
Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Titania, Voice of Gaea (1)(G)(G)

Legendary Creature -- Elemental

Reach
Whenever one or more land cards are put into your graveyard from anywhere, you gain 2 life.
At the beginning of your upkeep, if there are four or more land cards in your graveyard and you both own and control Titania, Voice of Gaea and a land named Argoth, Sanctum of Nature, exile them, then meld them into Titania, Gaea Incarnate.

**3/4**

- - - OTHER FACE - - -

## Titania, Gaea Incarnate

Legendary Creature -- Elemental Avatar

Reach, vigilance, trample, haste
Titania's power and toughness are each equal to the number of lands you control.
When Titania enters, return all land cards from your graveyard to the battlefield tapped.
{3}{G}: Put four +1/+1 counters on target land you control. It becomes a 0/0 Elemental creature with haste. It's still a land.

***/***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Titania, Voice of Gaea (1)(G)(G)

Legendary Creature -- Elemental

Reach
Whenever one or more land cards are put into your graveyard from anywhere, you gain 2 life.
At the beginning of your upkeep, if there are four or more land cards in your graveyard and you both own and control Titania, Voice of Gaea and a land named Argoth, Sanctum of Nature, exile them, then meld them into Titania, Gaea Incarnate.

**3/4**

- - - OTHER FACE - - -

## Titania, Gaea Incarnate

Legendary Creature -- Elemental Avatar

Reach, vigilance, trample, haste
Titania's power and toughness are each equal to the number of lands you control.
When Titania enters, return all land cards from your graveyard to the battlefield tapped.
{3}{G}: Put four +1/+1 counters on target land you control. It becomes a 0/0 Elemental creature with haste. It's still a land.

***/***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Vial Smasher, Gleeful Grenadier (B)(R)

Legendary Creature -- Goblin Mercenary

Whenever another outlaw you control enters, Vial Smasher deals 1 damage to target opponent. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Xander's Lounge

Land -- Island Swamp Mountain

({T}: Add {U}, {B}, or {R}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya Coast

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Misplacedginger - Standard (Standard Challenge 64)** 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.

## Ziatora's Proving Ground

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ziatora's Proving Ground

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ziatora's Proving Ground

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ziatora's Proving Ground

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Aclazotz, Deepest Betrayal

Card

[sideboard]

- - - OTHER FACE - - -

## Aclazotz, Deepest Betrayal

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cut Down (B)

Instant

Destroy target creature with total power and toughness 5 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Duress (B)

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 (B)

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


**Playtest cards - Misplacedginger - Standard (Standard Challenge 64)** sheet 8/10 - 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.

## Duress {B}

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

## Elesh Norn, Mother of Machines {4}{W}

Legendary Creature -- Phyrexian Praetor

Vigilance
If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
Permanents entering don't cause abilities of permanents your opponents control to trigger.

[sideboard]

4/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ertai Resurrected {2}{U}{B}

Legendary Creature -- Phyrexian Human Wizard

Flash
When Ertai Resurrected enters, choose up to one --
* Counter target spell, activated ability, or triggered ability. Its controller draws a card.
* Destroy another target creature or planeswalker. Its controller draws a card.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glistening Deluge {1}{B}{B}

Sorcery

All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glistening Deluge {1}{B}{B}

Sorcery

All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Liliana of the Veil {1}{B}{B}

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.)
Destroy target creature or planeswalker with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Path of Peril {1}{B}{B}

Sorcery

Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Destroy all creatures [with mana value 2 or less].

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sheoldred, the Apocalypse {2}{B}{B}

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vorinclex {3}{G}{G}

Legendary Creature -- Phyrexian Praetor

Reach, trample
When Vorinclex enters, search your library for up to two Forest cards, reveal them, put them into your hand, then shuffle.
{6}{G}{G}: Exile Vorinclex, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.

[sideboard]

6/6

- - - BACK FACE - - -

## The Grand Evolution

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Mill ten cards. Put up to two creature cards from among the milled cards onto the battlefield.
II -- Distribute seven +1/+1 counters among any number of target creatures you control.
III -- Until end of turn, creatures you control gain "{1}: This creature fights target creature you don't control." Exile this Saga, then return it to the battlefield (front face up).

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Misplacedginger - Standard (Standard Challenge 64)** sheet 10/10 - 3 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.