Botanical Sanctum

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Breaking {U}{B}

Sorcery

Target player mills eight cards.
Fuse (You may cast one or both halves of this card from your hand.)

- - - RIGHT HALF - - -

Entering {4}{B}{R}

Sorcery

Put a creature card from a graveyard onto the battlefield under your control. It gains haste until end of turn.
Fuse (You may cast one or both halves of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target player mills eight cards.
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Entering {4}{B}{R}

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Breaking {U}{B}

Sorcery

Target player mills eight cards.
Fuse (You may cast one or both halves of this card from your hand.)

- - - RIGHT HALF - - -

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Sorcery

Put a creature card from a graveyard onto the battlefield under your control. It gains haste until end of turn.
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Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creeping Chill {3}{B}

Sorcery

Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkslick Shores

Land

This land enters tapped unless you control two or fewer other lands.
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Driven (1)(G)

Sorcery

Until end of turn, creatures you control gain trample and "Whenever this creature deals combat damage to a player, draw a card."

- - - AFTERMATH HALF - - -

Despair (1)(B)

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Until end of turn, creatures you control gain menace and "Whenever this creature deals combat damage to a player, that player discards a card."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunted Dead (3)(B)

Creature -- Zombie

When this creature enters, create a 1/1 white Spirit creature token with flying.
{1}{B}, Discard two cards: Return this card from your graveyard to the battlefield tapped.

2/2

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Merfolk Secretkeeper (U)

Creature -- Merfolk Wizard

0/4

- - - ADVENTURE - - -

Venture Deeper (U)

Sorcery -- Adventure

Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)

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Narcomoeba (1)(U)

Creature -- Illusion

Flying
When this card is put into your graveyard from your library, you may put it onto the battlefield.

1/1

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Otherworldly Gaze (U)

Instant

Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb

Land -- Swamp Forest

({T}: Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Prized Amalgam (1)(U)(B)

Creature -- Zombie

Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silversmote Ghoul (2)(B)

Creature -- Zombie Vampire

At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tome Scour (U)

Sorcery

Target player mills five cards.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
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Witherbloom Command (B)(G)

Sorcery

Choose two --
* Target player mills three cards, then you return a land card from your graveyard to your hand.
* Destroy target noncreature, nonland permanent with mana value 2 or less.
* Target creature gets -3/-1 until end of turn.
* Target opponent loses 2 life and you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Assassin's Trophy (B)(G)

Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Assassin's Trophy (B)(G)

Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cling to Dust (B)

Instant

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison (G)

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison (G)

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison (G)

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison (G)

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silent Gravestone (1)

Artifact

Cards in graveyards can't be the targets of spells or abilities. {4}, {T}: Exile this artifact and all cards from all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

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Spell Pierce U

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[sideboard]

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