## 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land

This land enters tapped unless you control a basic land.
{T}: Add {G}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Bitter Triumph (1)(B)

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

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## Blooming Marsh

Land

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

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## Duress (B)

Sorcery

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

**Playtest cards - scubasteve91 - Golgari Midrange (ANZ Super Series Cycle 12 Regional Champ** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## Emeritus of Abundance {2}{G}

Creature -- Elf Druid

Vigilance
This creature enters prepared.
Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.

3/4

- - - OTHER FACE - - -

## Regrowth {1}{G}

Sorcery

Return target card from your graveyard to your hand.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Freestrider Lookout {2}{G}

Creature -- Human Rogue

Reach
Whenever you commit a crime, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

3/3

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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghost Vacuum (1)

Artifact

{T}: Exile target card from a graveyard.
{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

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## Keen-Eyed Curator (G)(G)

Creature -- Raccoon Scout

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.
{1}: Exile target card from a graveyard.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Maelstrom Pulse (1)(B)(G)

Sorcery

Destroy target nonland permanent and all other permanents with the same name as that permanent.

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## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nowhere to Run {1}{B}

Enchantment

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.
Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

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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As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Petrified Hamlet

Land

When this land enters, choose a land card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.
Lands with the chosen name have "{T}: Add {C}."
{T}: Add {C}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Professor Dellian Fel {2}{B}{G}

Legendary Planeswalker -- Dellian

[+2]: You gain 3 life.
[0]: You draw a card and lose 1 life.
[-3]: Destroy target creature.
[-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."

L 5

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## Raven Eagle {2}{B}

Creature -- Bird Assassin

Flying
Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card is exiled this way, create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")
Whenever you draw your second card each turn, each opponent loses 1 life and you gain 1 life.

2/3

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## Requiting Hex {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

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## Restless Cottage

Land

This land enters tapped.
{T}: Add {B} or {G}.
{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.
Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Shoot the Sheriff {1}{B}

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vicious Rivalry {2}{B}{G}

Sorcery

As an additional cost to cast this spell, pay X life.
Destroy all artifacts and creatures with mana value X or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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## Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Witherbloom Charm {B}{G}

Instant

Choose one --
* You may sacrifice a permanent. If you do, draw two cards.
* You gain 5 life.
* Destroy target nonland permanent with mana value 2 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --
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## Ancient Vendetta {3}{B}

Sorcery

Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.

[sideboard]

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[sideboard]

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## Duress {B}

Sorcery

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

[sideboard]

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## Heritage Reclamation {1}{G}

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile up to one target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leatherhead, Swamp Stalker {2}{G}{G}

Legendary Creature -- Crocodile Mutant Rogue

Trample
Leatherhead enters with a hexproof counter on her.
Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls.

[sideboard]

5/4

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[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Maelstrom Pulse {1}{B}{G}

Sorcery

Destroy target nonland permanent and all other permanents with the same name as that permanent.

[sideboard]

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## Mosswood Dreadknight {1}{G}

Creature -- Human Knight

Trample
When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.

[sideboard]

3/2

- - - ADVENTURE - - -

### Dread Whispers {1}{B}

Sorcery -- Adventure

You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Outrageous Robbery {X}{B}{B}

Instant

Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Strategic Betrayal {1}{B}

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Strategic Betrayal {1}{B}

Sorcery

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[sideboard]

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