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| <div>Analyze the Pollen</div> <div>6</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Botanical Sanctum</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div>Botanical Sanctum</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div>Botanical Sanctum</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               |
| <div>Botanical Sanctum</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                          | <div>Bushwhack</div> <div>6</div> <div>Sorcery</div> <div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bushwhack</div> <div>6</div> <div>Sorcery</div> <div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bushwhack</div> <div>6</div> <div>Sorcery</div> <div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

**G**

Choose one --

\* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

\* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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① ②

Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

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① ⑥

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5 U U

Flash  
This spell costs {1} less to cast  
for each instant and sorcery card in  
your graveyard.  
This creature enters tapped if it's  
not your turn.  
When this creature enters, tap up to  
two target creatures.

5/5

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Flash  
This spell costs {1} less to cast  
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| <div><div>Eddymurk Crab</div><div><div>5UU</div></div></div> <div><div>Creature -- Elemental Crab</div></div> <div><div>Flash</div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</div><div>This creature enters tapped if it's not your turn.</div><div>When this creature enters, tap up to two target creatures.</div></div> <div><div>5/5</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div></div> <div><div>{T}: Add {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                     | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div></div> <div><div>{T}: Add {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                     | <div><div>Gloomlake Verge</div></div> <div><div>Land</div></div> <div><div>{T}: Add {U}.</div><div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                    |
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## Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

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Land -- Forest Island

({{T}}: Add {G} or {U}.)  
This land enters tapped.  
When this land enters, surveil 1.  
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library. You may put it into your  
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## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rona's Vortex

U

Instant

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)

Return target creature or planeswalker you don't control to its owner's hand. If this spell was kicked, put that permanent on the bottom of its owner's library instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Seed of Hope</div><div>G</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seed of Hope</div><div>G</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seed of Hope</div><div>G</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seed of Hope</div><div>G</div><div>Instant</div><div>Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Sleight of Hand</div><div>U</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div>Sleight of Hand</div><div>U</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div>Sleight of Hand</div><div>U</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div>Sleight of Hand</div><div>U</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 |

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| <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>This Town Ain't Big Enough</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 | <div><div>This Town Ain't Big Enough</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 | <div><div>This Town Ain't Big Enough</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 | <div><div>This Town Ain't Big Enough</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 |

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| <div><div><div>Tolarian Terror</div><div>6U</div></div><div>Creature -- Serpent</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</div><div>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tolarian Terror</div><div>6U</div></div><div>Creature -- Serpent</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</div><div>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tolarian Terror</div><div>6U</div></div><div>Creature -- Serpent</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</div><div>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tolarian Terror</div><div>6U</div></div><div>Creature -- Serpent</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</div><div>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Unsummon</div><div>U</div></div><div>Instant</div><div><div>Return target creature to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                 | <div><div><div>Up the Beanstalk</div><div>16</div></div><div>Enchantment</div><div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                          | <div><div><div>Up the Beanstalk</div><div>16</div></div><div>Enchantment</div><div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                          | <div><div><div>Up the Beanstalk</div><div>16</div></div><div>Enchantment</div><div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                          |

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| <div><div><div>Up the Beanstalk</div><div>16</div></div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                        | <div><div><div>Yavimaya Coast</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                            | <div><div><div>Yavimaya Coast</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div><div>Yavimaya Coast</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Herbology Instructor</div><div>16</div></div><div>Creature -- Treefolk Druid</div><div>When this creature enters, you gain 3 life.<br/>{6}{B/P}: Transform this creature. Activate only as a sorcery. ({B/P} can be paid with either {B} or 2 life.)</div><div>[sideboard]</div><div>1/3</div><div>--- BACK FACE ---</div><div><div>Malady Invoker</div><div>Creature -- Phyrexian Treefolk</div><div>When this creature transforms into Malady Invoker, target creature an opponent controls gets -0/-X until end of turn, where X is this creature's power.</div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Herbology Instructor</div><div>16</div></div><div>Creature -- Treefolk Druid</div><div>When this creature enters, you gain 3 life.<br/>{6}{B/P}: Transform this creature. Activate only as a sorcery. ({B/P} can be paid with either {B} or 2 life.)</div><div>[sideboard]</div><div>1/3</div><div>--- BACK FACE ---</div><div><div>Malady Invoker</div><div>Creature -- Phyrexian Treefolk</div><div>When this creature transforms into Malady Invoker, target creature an opponent controls gets -0/-X until end of turn, where X is this creature's power.</div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Minor Misstep</b> <span>U</span><br><hr/> Instant<br><hr/> Counter target spell with mana value 1 or less.<br><br>[sideboard]                                                                                                                                                                                                                                      | <b>Negate</b> <span>1U</span><br><hr/> Instant<br><hr/> Counter target noncreature spell.<br><br>[sideboard]                                                                                                                                                                                                                                                          | <b>Negate</b> <span>1U</span><br><hr/> Instant<br><hr/> Counter target noncreature spell.<br><br>[sideboard]                                                                                                                                                                                      | <b>Nowhere to Run</b> <span>1B</span><br><hr/> Enchantment<br><hr/> Flash<br>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br>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.<br><br>[sideboard] |
| <b>Nowhere to Run</b> <span>1B</span><br><hr/> Enchantment<br><hr/> Flash<br>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br>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.<br><br>[sideboard] | <b>Nowhere to Run</b> <span>1B</span><br><hr/> Enchantment<br><hr/> Flash<br>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br>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.<br><br>[sideboard] | <b>Pawpatch Formation</b> <span>1G</span><br><hr/> Instant<br><hr/> Choose one --<br>* Destroy target creature with flying.<br>* Destroy target enchantment.<br>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br><br>[sideboard] | <b>Pick Your Poison</b> <span>G</span><br><hr/> Sorcery<br><hr/> Choose one --<br>* Each opponent sacrifices an artifact of their choice.<br>* Each opponent sacrifices an enchantment of their choice.<br>* Each opponent sacrifices a creature with flying of their choice.<br><br>[sideboard]                                                                      |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                    | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                    | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                    |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> <div>{T}: Add {B}.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Tear Asunder16</div> <div>Instant</div> <div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</div> <div>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Tear Asunder16</div> <div>Instant</div> <div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</div> <div>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - Wu, Patrick - Standard (ReCQ - Standard - SCG CON Atlanta - Saturday - 4:

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 10/10 - 3 cards - 2.5 x 3.5 in each