## 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


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## Earth's Mightiest Heroes {4}{G}{G}

Sorcery

Teamwork 5 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 5 or more.)
Reveal the top eight cards of your library. You may put a creature card from among them onto the battlefield. If this spell was cast using teamwork, put any number of creature cards from among them onto the battlefield instead. Put the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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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


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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** 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.

**Forest**

Basic Land -- Forest

({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Ghalta, Primal Hunger** {10}{G}{G}

Legendary Creature -- Elder Dinosaur

This spell costs {X} less to cast, where X is the total power of creatures you control.
Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

**12/12**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

**12/12**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Intrepid Stablemaster** {1}{G}

Creature -- Human Scout

Reach
{T}: Add {G}.
{T}: Add two mana of any one color. Spend this mana only to cast Mount or Vehicle spells.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Intrepid Stablemaster** 1G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Leatherhead, Swamp Stalker** 2GG

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.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Llanowar Elves** G

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Llanowar Elves** G

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** 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.

**Llanowar Elves** {G}

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Outcaster Trailblazer** {2}{G}

Creature -- Human Druid

When this creature enters, add one mana of any color.
Whenever another creature you control with power 4 or greater enters, draw a card.
Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

**4/2**

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**4/2**

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**4/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rot-Curse Rakshasa {1}{B}

Creature -- Demon

Trample
Decayed (This creature can't block. When it attacks, sacrifice it at end of combat.)
Renew -- {X}{B}{B}, Exile this card from your graveyard: Put a decayed counter on each of X target creatures. Activate only as a sorcery.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sharp-Eyed Rookie {1}{G}

Creature -- Human Detective

Vigilance
Whenever a creature you control enters, if its power is greater than this creature's power or its toughness is greater than this creature's toughness, put a +1/+1 counter on this creature and investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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## Sharp-Eyed Rookie (1)(G)

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Slumbering Trudge (X)(G)

Creature -- Plant Beast

This creature enters with a number of stun counters on it equal to three minus X. If X is 2 or less, it enters tapped. (If a permanent with a stun counter would become untapped, remove one from it instead.)

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**The Gitrog, Ravenous Ride** 3BG

Legendary Creature -- Frog Horror Mount

Trample, haste
Whenever The Gitrog deals combat damage to a player, you may sacrifice a creature that saddled it this turn. If you do, draw X cards, then put up to X land cards from your hand onto the battlefield tapped, where X is the sacrificed creature's power.
Saddle 1

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Saddle 1

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**The Skullspore Nexus** 6GG

Legendary Artifact

This spell costs {X} less to cast, where X is the greatest power among creatures you control.
Whenever one or more nontoken creatures you control die, create a green Fungus Dinosaur creature token with base power and toughness each equal to the total power of those creatures.
{2}, {T}: Double target creature's power until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{2}, {T}: Double target creature's power until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Titania, Rugged Rumbler** 2B/G

Legendary Creature -- Human Villain

As an additional cost to cast this spell, discard a card or pay {2}.
Ward--Discard a card or pay {2}.
(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player discards a card or pays {2}.)

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Titania, Rugged Rumbler** 2B/G

Legendary Creature -- Human Villain

As an additional cost to cast this spell, discard a card or pay {2}.
Ward--Discard a card or pay {2}.
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**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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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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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Balustrade Wurm (3)(G)(G)

Creature -- Wurm

This spell can't be countered.
Trample, haste
Delirium -- {2}{G}{G}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery.

[sideboard]

**5/5**

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


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Sorcery

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

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** 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.

## Frenzied Baloth {G}{G}

Creature -- Beast

This spell can't be countered.
Trample, haste
Creature spells you control can't be countered.
Combat damage can't be prevented.

[sideboard]

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Frenzied Baloth {G}{G}

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This spell can't be countered.
Trample, haste
Creature spells you control can't be countered.
Combat damage can't be prevented.

[sideboard]

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

**3/3**

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[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Origin of Metalbending {1}{G}

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn.
(Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Overprotect {1}{G}

Instant

Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** sheet 9/10 - 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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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Smuggler's Surprise {G}

Instant

Spree (Choose one or more additional costs.)
+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.
+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.
+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Smuggler's Surprise {G}

Instant

Spree (Choose one or more additional costs.)
+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.
+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.
+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl** 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.