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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bristly Bill, Spine Sower {1}{G}

Legendary Creature -- Plant Druid

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.
{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bushwhack {G}

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dead Weight {B}

Enchantment -- Aura

Enchant creature
Enchanted creature gets -2/-2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eager Trufflesnout {2}{G}

Creature -- Boar

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
Whenever this creature deals combat damage to a player, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eaten Alive {B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}.
Exile target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enduring Vitality {1}{G}{G}

Enchantment Creature -- Elk Glimmer

Vigilance
Creatures you control have "{T}: Add one mana of any color."
When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fell {1}{B}

Sorcery

Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 1/9 - 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.

Fell (1)(B)

Sorcery

Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Felling Blow (2)(G)

Sorcery

Put a +1/+1 counter on target creature you control. Then that creature deals damage equal to its power to target creature an opponent controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Festering Gulch

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {B} or {G}.

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

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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

Fungal Fortitude (1)(B)

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets +2/+0.
When enchanted creature dies, return it to the battlefield tapped under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Innkeeper's Talent (1)(G)

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.
{G}: Level 2
Permanents you control with counters on them have ward {1}.
{3}{G}: Level 3
If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Innkeeper's Talent (1)(G)

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.
{G}: Level 2
Permanents you control with counters on them have ward {1}.
{3}{G}: Level 3
If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jungle Hollow

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 3/9 - 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.

Kishla Village

Land

This land enters tapped unless you control an Island or a Swamp.
{T}: Add {G}.
{3}{G}, {T}: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana, Dreadhorde General {4}{B}{B}

Legendary Planeswalker -- Liliana

Whenever a creature you control dies, draw a card.
[+1]: Create a 2/2 black Zombie creature token.
[-4]: Each player sacrifices two creatures of their choice.
[-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest.

L 6

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

Meltstrider's Resolve {G}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)
Enchanted creature gets +0/+2 and can't be blocked by more than one creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moonshadow {B}

Creature -- Elemental

Menace
This creature enters with six -1/-1 counters on it.
Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

7/7

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

Nullpriest of Oblivion {1}{B}

Creature -- Vampire Cleric

Kicker {3}{B} (You may pay an additional {3}{B} as you cast this spell.)
Lifelink
Menace (This creature can't be blocked except by two or more creatures.)
When this creature enters, if it was kicked, return target creature card from your graveyard to the battlefield.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 4/9 - 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.

Osteomancer Adept {1}{B}

Creature -- Squirrel Warlock

Deathtouch
{T}: Until end of turn, you may cast creature spells from your graveyard by foraging in addition to paying their other costs. If you cast a spell this way, that creature enters with a finality counter on it. (To forage, exile three cards from your graveyard or sacrifice a Food. If a creature with a finality counter on it would die, exile it instead.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ouroboroid {2}{G}{G}

Creature -- Plant Wurm

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ouroboroid {2}{G}{G}

Creature -- Plant Wurm

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Over the Edge {1}{G}

Sorcery

Choose one --
* Destroy target artifact or enchantment.
* Target creature you control explores, then it explores again. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on that creature, then put the card back or put it into your graveyard. Then repeat this process.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pawpatch Formation {1}{G}

Instant

Choose one --
* Destroy target creature with flying.
* Destroy target enchantment.
* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Poison the Waters {1}{B}

Sorcery

Choose one --
* All creatures get -1/-1 until end of turn.
* Target player reveals their hand. You choose an artifact or creature card from it. That player discards that card.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Realm of Koh

Land

This land enters tapped unless you control a basic land.
{T}: Add {B}.
{3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Reassembling Skeleton {1}{B}

Creature -- Skeleton Warrior

{1}{B}: Return this card from your graveyard to the battlefield tapped.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scavenging Ooze {1}{G}

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Season of Loss {3}{B}{B}

Sorcery

Choose up to five {P} worth of modes. You may choose the same mode more than once.
{P} -- Each player sacrifices a creature of their choice.
{P}{P} -- Draw a card for each creature that died under your control this turn.
{P}{P}{P} -- Each opponent loses X life, where X is the number of creature cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spinner of Souls {2}{G}

Creature -- Spider Spirit

Reach
Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Super Shredder {1}{B}

Legendary Creature -- Mutant Ninja Human

Menace
Whenever another permanent leaves the battlefield, put a +1/+1 counter on Super Shredder.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 6/9 - 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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

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Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Sylvan Scavenging {1}{G}{G}

Enchantment

At the beginning of your end step, choose one --
* Put a +1/+1 counter on target creature you control.
* Create a 3/3 green Raccoon creature token if you control a creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Malady

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The End {2}{B}{B}

Instant

This spell costs {2} less to cast if your life total is 5 or less.
Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tyvar, the Pummeler {1}{G}{G}

Legendary Creature -- Elf Warrior

Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.
{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undergrowth Leopard {1}{G}

Creature -- Cat

Vigilance
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undergrowth Leopard {1}{G}

Creature -- Cat

Vigilance
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vraska, the Silencer {1}{B}{G}

Legendary Creature -- Gorgon Assassin

Deathtouch
Whenever a nontoken creature an opponent controls dies, you may pay {1}. If you do, return that card to the battlefield tapped under your control. It's a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color," and it loses all other card types.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Broken Wings {2}{G}

Instant

Destroy target artifact, enchantment, or creature with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 8/9 - 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.

Sarkhan's Resolve 1G

Instant

Choose one --
* Target creature gets +3/+3 until end of turn.
* Destroy target creature with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sarkhan's Resolve 1G

Instant

Choose one --
* Target creature gets +3/+3 until end of turn.
* Destroy target creature with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unforgiving Aim 2G

Instant

Choose one --
* Destroy target creature with flying.
* Destroy target enchantment.
* Create a 2/2 black and green Elf creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.