

Archdruid's Charm ⑥⑥⑥ Instant Choose one -- * Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle. * Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control. * Exile target artifact or enchantment. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bristly Bill, Spine Sower ①⑥ 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	Bristly Bill, Spine Sower ①⑥ 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	Bristly Bill, Spine Sower ①⑥ 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
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G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it.

Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.

0/0

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0/0

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2G

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Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.

0/0

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2G

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it.

Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

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Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sazh's Chocobo

Creature -- Bird

Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.

0/1

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Snakeskin Veil

Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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Snakeskin Veil Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terramorphic Expanse Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Scouring Stormsoul (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Scouring Stormsoul (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Traveling Chocobo Creature -- Bird You may look at the top card of your library any time. You may play lands and cast Bird spells from the top of your library. If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Traveling Chocobo Creature -- Bird You may look at the top card of your library any time. You may play lands and cast Bird spells from the top of your library. If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Traveling Chocobo Creature -- Bird You may look at the top card of your library any time. You may play lands and cast Bird spells from the top of your library. If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Traveling Chocobo Creature -- Bird You may look at the top card of your library any time. You may play lands and cast Bird spells from the top of your library. If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Worldsoul's Rage XRG Sorcery Worldsoul's Rage deals X damage to any target. Put up to X land cards from your hand and/or graveyard onto the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worldsoul's Rage XRG Sorcery Worldsoul's Rage deals X damage to any target. Put up to X land cards from your hand and/or graveyard onto the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worldsoul's Rage XRG Sorcery Worldsoul's Rage deals X damage to any target. Put up to X land cards from your hand and/or graveyard onto the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worldsoul's Rage XRG Sorcery Worldsoul's Rage deals X damage to any target. Put up to X land cards from your hand and/or graveyard onto the battlefield tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 16/G Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist 46/W6/W Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 16/G Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist 46/W6/W Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] 3/3 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	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	Ruinous Rampage 1 R R Sorcery Choose one -- * Ruinous Rampage deals 3 damage to each opponent. * Exile all artifacts with mana value 3 or less. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scrapshooter 1 G G Creature -- Raccoon Archer Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrapshooter 1 G G Creature -- Raccoon Archer Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. [sideboard] 4/4 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] 3/3 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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

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.

Surrak, Elusive Hunter ②⑥

Legendary Creature -- Human Warrior

This spell can't be countered.
Trample
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

[sideboard]

4/3

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4/3

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4/3

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