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| <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   |
| <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Bristly Bill, Spine Sower</b> <span>①⑥</span> </div> <div>           Legendary Creature -- Plant Druid         </div> <div> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.</p> <p>{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                                           | <div> <b>Bristly Bill, Spine Sower</b> <span>①⑥</span> </div> <div>           Legendary Creature -- Plant Druid         </div> <div> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.</p> <p>{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                                                                           | <div> <b>Bushwhack</b> <span>⑥</span> </div> <div>           Sorcery         </div> <div> <p>Choose one --</p> <p>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.</p> <p>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                         | <div> <b>Bushwhack</b> <span>⑥</span> </div> <div>           Sorcery         </div> <div> <p>Choose one --</p> <p>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.</p> <p>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div>                         |
| <div> <b>Enduring Curiosity</b> <span>②④④</span> </div> <div>           Enchantment Creature -- Cat Glimmer         </div> <div> <p>Flash</p> <p>Whenever a creature you control deals combat damage to a player, draw a card.</p> <p>When Enduring Curiosity 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.)</p> </div> <div> <div>4/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Enduring Curiosity</b> <span>②④④</span> </div> <div>           Enchantment Creature -- Cat Glimmer         </div> <div> <p>Flash</p> <p>Whenever a creature you control deals combat damage to a player, draw a card.</p> <p>When Enduring Curiosity 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.)</p> </div> <div> <div>4/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Floodpits Drowner</b> <span>①④</span> </div> <div>           Creature -- Merfolk         </div> <div> <p>Flash</p> <p>Vigilance</p> <p>When this creature enters, tap target creature an opponent controls and put a stun counter on it.</p> <p>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</p> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> | <div> <b>Floodpits Drowner</b> <span>①④</span> </div> <div>           Creature -- Merfolk         </div> <div> <p>Flash</p> <p>Vigilance</p> <p>When this creature enters, tap target creature an opponent controls and put a stun counter on it.</p> <p>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</p> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> |

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| <div><div><div>Floodpits Drowner</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk</div><div>Flash<br/>Vigilance<br/>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br/>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Floodpits Drowner</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk</div><div>Flash<br/>Vigilance<br/>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br/>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                       |
| <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                      | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                      | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Genemorph Imago</div><div><div>G</div><div>U</div></div></div><div>Creature -- Insect Druid</div><div>Flying<br/>Landfall -- Whenever a land you control enters, target creature has base power and toughness 3/3 until end of turn. If you control six or more lands, that creature has base power and toughness 6/6 until end of turn instead.</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Genemorph Imago</b> <span>Ⓞ</span> <span>Ⓤ</span><br>Creature -- Insect Druid<br><hr/> Flying<br>Landfall -- Whenever a land you control enters, target creature has base power and toughness 3/3 until end of turn. If you control six or more lands, that creature has base power and toughness 6/6 until end of turn instead.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                  | <b>Genemorph Imago</b> <span>Ⓞ</span> <span>Ⓤ</span><br>Creature -- Insect Druid<br><hr/> Flying<br>Landfall -- Whenever a land you control enters, target creature has base power and toughness 3/3 until end of turn. If you control six or more lands, that creature has base power and toughness 6/6 until end of turn instead.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                  | <b>Genemorph Imago</b> <span>Ⓞ</span> <span>Ⓤ</span><br>Creature -- Insect Druid<br><hr/> Flying<br>Landfall -- Whenever a land you control enters, target creature has base power and toughness 3/3 until end of turn. If you control six or more lands, that creature has base power and toughness 6/6 until end of turn instead.<br><div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Into the Flood Maw</b> <span>Ⓤ</span><br>Instant<br><hr/> Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Into the Flood Maw</b> <span>Ⓤ</span><br>Instant<br><hr/> Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Into the Flood Maw</b> <span>Ⓤ</span><br>Instant<br><hr/> Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Island</b><br>Basic Land -- Island<br><hr/> ({T}: Add {U}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                     | <b>Island</b><br>Basic Land -- Island<br><hr/> ({T}: Add {U}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                      |

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)** sheet 5/10 - 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.

**G**

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G U

Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
{T}: Add {G} or {U}.  
{3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land.  
Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
{T}: Add {G} or {U}.  
{3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land.  
Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

**Vigilance**  
Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

**Vigilance**  
Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

**Vigilance**  
Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Siren Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ootbox.dev

Creature -- Siren Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

botbox.dev

Creature -- Siren Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

botbox.dev

## Artifact -- Vehicle

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

otbox.dev

## Artifact -- Vehicle

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothyx.dev

ootbox.dev

Legendary Creature -- Human Warrior

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

hotbox.dev

Legendary Creature -- Human Warrior

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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| <div>Willowrush Verge</div> <div>Land</div> <div>           {T}: Add {U}.<br/>           {T}: Add {G}. Activate only if you control a Forest or an Island.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Willowrush Verge</div> <div>Land</div> <div>           {T}: Add {U}.<br/>           {T}: Add {G}. Activate only if you control a Forest or an Island.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                          | <div>Willowrush Verge</div> <div>Land</div> <div>           {T}: Add {U}.<br/>           {T}: Add {G}. Activate only if you control a Forest or an Island.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                            | <div>Willowrush Verge</div> <div>Land</div> <div>           {T}: Add {U}.<br/>           {T}: Add {G}. Activate only if you control a Forest or an Island.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                            |
| <div>Annul <span>U</span></div> <div>Instant</div> <div>Counter target artifact or enchantment spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                        | <div>Enduring Curiosity <span>2UU</span></div> <div>Enchantment Creature -- Cat Glimmer</div> <div>Flash<br/>Whenever a creature you control deals combat damage to a player, draw a card.<br/>When Enduring Curiosity 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.)</div> <div>[sideboard]</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Heritage Reclamation <span>1G</span></div> <div>Instant</div> <div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile up to one target card from a graveyard. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Heritage Reclamation <span>1G</span></div> <div>Instant</div> <div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile up to one target card from a graveyard. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Repulsive Mutation</div><div>XGU</div></div> <div>Instant</div> <div>Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Repulsive Mutation</div><div>XGU</div></div> <div>Instant</div> <div>Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Royal Treatment</div><div>G</div></div> <div>Instant</div> <div>Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             | <div><div>Royal Treatment</div><div>G</div></div> <div>Instant</div> <div>Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             |
| <div><div>Scavenging Ooze</div><div>1G</div></div> <div>Creature -- Ooze</div> <div>{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.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div><div>Scavenging Ooze</div><div>1G</div></div> <div>Creature -- Ooze</div> <div>{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.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div><div>Tishana's Tidebinder</div><div>2U</div></div> <div>Creature -- Merfolk Wizard</div> <div>Flash<br/>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Tishana's Tidebinder</div><div>2U</div></div> <div>Creature -- Merfolk Wizard</div> <div>Flash<br/>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div> <b>Unable to Scream</b> <span>U</span> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature<br/>           Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br/>           As long as enchanted creature is face down, it can't be turned face up.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Unable to Scream</b> <span>U</span> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature<br/>           Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br/>           As long as enchanted creature is face down, it can't be turned face up.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Unable to Scream</b> <span>U</span> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature<br/>           Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br/>           As long as enchanted creature is face down, it can't be turned face up.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |  |
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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

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.