

Aclazotz, Deepest Betrayal

Card

- - - OTHER FACE - - -

Aclazotz, Deepest Betrayal

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

Bloomvine Regent

Card

- - - OTHER FACE - - -

Bloomvine Regent

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloomvine Regent

Card

- - - OTHER FACE - - -

Bloomvine Regent

Card

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

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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 1/10 - 8 cards - 2.5 x 3.5 in each

Caustic Exhale B Instant As an additional cost to cast this spell, behold a Dragon or pay {1}. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.) Target creature gets -3/-3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caustic Exhale B Instant As an additional cost to cast this spell, behold a Dragon or pay {1}. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.) Target creature gets -3/-3 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 16/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. ----- RIGHT HALF ----- Desist 46/66/6 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disruptive Stormbrood 46 Creature -- Dragon Flying When this creature enters, destroy up to one target artifact or enchantment. 3/3 ----- ADVENTURE ----- Petty Revenge 1B Sorcery -- Omen Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glissa Sunslayer1B6 Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go for the Throat1B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Go for the Throat1B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Great Arashin City Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {B}. {1}{B}, {T}, Exile a creature card from your graveyard: Create a 1/1 white Spirit creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Long Goodbye1B Instant This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Long Goodbye1B Instant This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Maelstrom Pulse 1B6 Sorcery Destroy target nonland permanent and all other permanents with the same name as that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maelstrom Pulse 1B6 Sorcery Destroy target nonland permanent and all other permanents with the same name as that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mosswood Dreadknight 16 Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. 3/2 ----- ADVENTURE ----- Dread Whispers 1B Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mosswood Dreadknight 16 Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. 3/2 ----- ADVENTURE ----- Dread Whispers 1B Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Obstinate Baloth 266 Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Formation 16 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	Preacher of the Schism 2B Creature -- Vampire Cleric Deathtouch Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink. Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preacher of the Schism 2B Creature -- Vampire Cleric Deathtouch Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink. Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preacher of the Schism (2)(B) Creature -- Vampire Cleric Deathtouch Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink. Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Qarsi Revenant (1)(B)(B) Creature -- Vampire Flying, deathtouch, lifelink Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Qarsi Revenant (1)(B)(B) Creature -- Vampire Flying, deathtouch, lifelink Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery. 3/3 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. 3/3 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. 3/3 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. 3/3 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenger Regent (3)(B) Creature -- Dragon Flying Ward--Discard a card. 4/4 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	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scavenger Regent 3B Creature -- Dragon Flying Ward--Discard a card. 4/4 ----- ADVENTURE ----- Exude Toxin XB Sorcery -- Omen Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenger Regent 3B Creature -- Dragon Flying Ward--Discard a card. 4/4 ----- ADVENTURE ----- Exude Toxin XB Sorcery -- Omen Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenger Regent 3B Creature -- Dragon Flying Ward--Discard a card. 4/4 ----- ADVENTURE ----- Exude Toxin XB Sorcery -- Omen Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenging Ooze 1G 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 PLAYbotbox.dev
Scavenging Ooze 1G 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 PLAYbotbox.dev	Scrapshooter 1GG 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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sharp-Eyed Rookie 1G 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 PLAYbotbox.dev	Sheoldred, the Apocalypse 2BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tear Asunder Instant Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.) Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress 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 PLAYbotbox.dev	Duress 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 PLAYbotbox.dev	Ghost Vacuum Artifact {T}: Exile target card from a graveyard. {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gix's Command Sorcery Choose two -- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn. * Destroy each creature with power 2 or less. * Return up to two creature cards from your graveyard to your hand. * Each opponent sacrifices a creature with the greatest power among creatures they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lord Skitter, Sewer King (2)(B) Legendary Creature -- Rat Noble Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard. At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block." [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa, Ascended Animist (3)(G)(G)(GP)(GP) Legendary Planeswalker -- Nissa Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample. [sideboard] L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Razorlash Transmogrant (2) Artifact Creature -- Zombie This creature can't block. {4}{B}{B}: Return this card from your graveyard to the battlefield with a +1/+1 counter on it. This ability costs {4} less to activate if an opponent controls four or more nonbasic lands. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of Gathering (4)(G)(G) Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn. {P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type. {P}{P}{P} -- Draw cards equal to the greatest power among creatures you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sheoldred Card [sideboard] ----- - - - OTHER FACE - - - Sheoldred Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surrak, Elusive Hunter (2)(G) 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thrun, Breaker of Silence (3)(G)(G) Legendary Creature -- Troll Shaman This spell can't be countered. Trample Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control. During your turn, Thrun has indestructible. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tranquil Frillback 2GG Creature -- Dinosaur When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many -- * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urgent Necropsy 2BG Instant As an additional cost to cast this spell, collect evidence X, where X is the total mana value of the permanents this spell targets. Destroy up to one target artifact, up to one target creature, up to one target enchantment, and up to one target planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivien Reid 3GG Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
---	---	---