

Assassin's Trophy BG 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 PLAYbotbox.dev	Assassin's Trophy BG 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 PLAYbotbox.dev	Bakersbane Duo 1G Creature -- Squirrel Raccoon When this creature enters, create a Food token. Whenever you expend 4, this creature gets +1/+1 until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bakersbane Duo 1G Creature -- Squirrel Raccoon When this creature enters, create a Food token. Whenever you expend 4, this creature gets +1/+1 until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Bristlebud Farmer (2)(G)(G) Creature -- Plant Druid Trample When this creature enters, create two Food tokens. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever this creature attacks, you may sacrifice a Food. If you do, mill three cards. You may put a permanent card from among them into your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Camellia, the Seedmiser (1)(B)(G) Legendary Creature -- Squirrel Warlock Menace Other Squirrels you control have menace. Whenever you sacrifice one or more Foods, create a 1/1 green Squirrel creature token. {2}, Forage: Put a +1/+1 counter on each other Squirrel you control. (To forage, exile three cards from your graveyard or sacrifice a Food.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Camellia, the Seedmiser (1)(B)(G) Legendary Creature -- Squirrel Warlock Menace Other Squirrels you control have menace. Whenever you sacrifice one or more Foods, create a 1/1 green Squirrel creature token. {2}, Forage: Put a +1/+1 counter on each other Squirrel you control. (To forage, exile three cards from your graveyard or sacrifice a Food.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down (B) Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cut Down (B) Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkstar Augur (2)(B) Creature -- Bat Warlock Offspring {B} (You may pay an additional {B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) Flying At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat (1)(B) Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat (1)(B) Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Greta, Sweettooth Scourge ①③⑥ Legendary Creature -- Human Warrior When Greta enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {G}, Sacrifice a Food: Put a +1/+1 counter on target creature. Activate only as a sorcery. {1}{B}, Sacrifice a Food: You draw a card and you lose 1 life. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greta, Sweettooth Scourge ①③⑥ Legendary Creature -- Human Warrior When Greta enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {G}, Sacrifice a Food: Put a +1/+1 counter on target creature. Activate only as a sorcery. {1}{B}, Sacrifice a Food: You draw a card and you lose 1 life. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greta, Sweettooth Scourge ①③⑥ Legendary Creature -- Human Warrior When Greta enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {G}, Sacrifice a Food: Put a +1/+1 counter on target creature. Activate only as a sorcery. {1}{B}, Sacrifice a Food: You draw a card and you lose 1 life. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Night of the Sweets' Revenge ③⑥ Enchantment When this enchantment enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Foods you control have "{T}: Add {G}." {5}{G}{G}, Sacrifice this enchantment: Creatures you control get +X/+X until end of turn, where X is the number of Foods you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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.

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
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The Huntsman's Redemption 26 Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Create a 3/3 green Beast creature token. II -- You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle. III -- Up to two target creatures each get +2/+2 and gain trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Huntsman's Redemption 26 Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Create a 3/3 green Beast creature token. II -- You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle. III -- Up to two target creatures each get +2/+2 and gain trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vinereap Mentor BG Creature -- Squirrel Druid When this creature enters or dies, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vinereap Mentor BG Creature -- Squirrel Druid When this creature enters or dies, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B G

When this creature enters or dies, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

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B G

When this creature enters or dies, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B G

Ward--Sacrifice a Food.
Other creatures are Food artifacts
in addition to their other types and
have "{2}, {T}, Sacrifice this
permanent: You gain 3 life."
Whenever a Food is put into a
graveyard from the battlefield, put
two +1/+1 counters on Ygra.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B G

Ward--Sacrifice a Food.
Other creatures are Food artifacts
in addition to their other types and
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Whenever a Food is put into a
graveyard from the battlefield, put
two +1/+1 counters on Ygra.

6/6

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3GG

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

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1 B

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Colossal Rattlewurm has flash as long as you control a Desert.

Trample

{1}{G}, Exile this card from your graveyard: Search your library for a Desert card, put it onto the battlefield tapped, then shuffle.

[sideboard]

6/5

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

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.

Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	For the Common Good X X G Sorcery Create X tokens that are copies of target token you control. Then tokens you control gain indestructible until your next turn. You gain 1 life for each token you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void 2 B B Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lich-Knights' Conquest 4 B Sorcery Sacrifice any number of artifacts, enchantments, and/or tokens. Return that many creature cards from your graveyard to the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savor 1 B Instant Target creature gets -2/-2 until end of turn. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savor 1 B Instant Target creature gets -2/-2 until end of turn. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoot the Sheriff 1 B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoot the Sheriff 1B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stargaze XBB Sorcery Look at twice X cards from the top of your library. Put X cards from among them into your hand and the rest into your graveyard. You lose X life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Walk-In Closet 2G Enchantment -- Room You may play lands from your graveyard. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) [sideboard] -- -- RIGHT HALF -- -- Forgotten Cellar 3GG Enchantment -- Room When you unlock this door, you may cast spells from your graveyard this turn, and if a card would be put into your graveyard from anywhere this turn, exile it instead. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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