

Argoth, Sanctum of Nature Land This land enters tapped unless you control a legendary green creature. {T}: Add {G}. {2}{G}{G}, {T}: Create a 2/2 green Bear creature token, then mill three cards. Activate only as a sorcery. (Melds with Titania, Voice of Gaea.) ----- OTHER FACE ----- Titania, Gaea Incarnate Legendary Creature -- Elemental Avatar Reach, vigilance, trample, haste Titania's power and toughness are each equal to the number of lands you control. When Titania enters, return all land cards from your graveyard to the battlefield tapped. {3}{G}: Put four +1/+1 counters on target land you control. It becomes a 0/0 Elemental creature with haste. It's still a land. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Argoth, Sanctum of Nature Land This land enters tapped unless you control a legendary green creature. {T}: Add {G}. {2}{G}{G}, {T}: Create a 2/2 green Bear creature token, then mill three cards. Activate only as a sorcery. (Melds with Titania, Voice of Gaea.) ----- OTHER FACE ----- Titania, Gaea Incarnate Legendary Creature -- Elemental Avatar Reach, vigilance, trample, haste Titania's power and toughness are each equal to the number of lands you control. When Titania enters, return all land cards from your graveyard to the battlefield tapped. {3}{G}: Put four +1/+1 counters on target land you control. It becomes a 0/0 Elemental creature with haste. It's still a land. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Assemble the Players Enchantment You may look at the top card of your library any time. Once each turn, you may cast a creature spell with power 2 or less from the top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blossoming Sands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blossoming Sands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blossoming Sands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchblight Stalker Creature -- Phyrexian Elf Scout Toxic 2 (Players dealt combat damage by this creature also get two poison counters.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bristly Bill, Spine Sower 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 PLAYbotbox.dev

Crawling Chorus W Creature -- Phyrexian Horror Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) When this creature dies, create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dusk Legion Duelist 1 W Creature -- Vampire Soldier Vigilance Whenever one or more +1/+1 counters are put on this creature, draw a card. This ability triggers only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds 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	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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Growing Rites of Itlimoc

Card

Growing Rites of Itlimoc

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gwenna, Eyes of Gaea (2)(G)

Legendary Creature -- Elf Druid Scout

{T}: Add two mana in any combination of colors. Spend this mana only to cast creature spells or activate abilities of creature sources. Whenever you cast a creature spell with power 5 or greater, put a +1/+1 counter on Gwenna and untap it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haywire Mite

Artifact Creature -- Insect

When this creature dies, you gain 2 life.
{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

Hidden Courtyard

Land - - Cave

This land enters tapped.
{T}: Add {W}.
{4}{W}, {T}, Sacrifice this land:
Discover 4. Activate only as a
sorcery. (Exile cards from the top
of your library until you exile a
nonland card with mana value 4 or
less. Cast it without paying its
mana cost or put it into your hand.
Put the rest on the bottom in a
random order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Courtyard

Land - - Cave

This land enters tapped.
{T}: Add {W}.
{4}{W}, {T}, Sacrifice this land:
Discover 4. Activate only as a
sorcery. (Exile cards from the top
of your library until you exile a
nonland card with mana value 4 or
less. Cast it without paying its
mana cost or put it into your hand.
Put the rest on the bottom in a
random order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ichorspit Basilisk (2) (G)

Creature -- Phyrexian Basilisk

Deathtouch
Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jawbone Duelist

Creature -- Phyrexian Soldier

Double strike
Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)

1/1

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 3/8 - 8 cards - 2.5 x 3.5 in each

Kami of Whispered Hopes (2)(G) Creature -- Spirit If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on that permanent instead. {T}: Add X mana of any one color, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kami of Whispered Hopes (2)(G) Creature -- Spirit If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on that permanent instead. {T}: Add X mana of any one color, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lifecreed Duo (1)(W) Creature -- Bat Bird Flying Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lifecreed Duo (1)(W) Creature -- Bat Bird Flying Whenever another creature you control enters, you gain 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Loamspeaker (1)(G) Creature -- Elf Druid {T}: Add one mana of any color. {T}: Target land you control becomes a 3/3 Elemental creature with haste until end of turn. It's still a land. Activate only as a sorcery. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Market Gnome (W) Artifact Creature -- Gnome When this creature dies, you gain 1 life and draw a card. When this creature is exiled from the battlefield while you're activating a craft ability, you gain 1 life and draw a card. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mondrak, Glory Dominus (2)(W)(W) Legendary Creature -- Phyrexian Horror If one or more tokens would be created under your control, twice that many of those tokens are created instead. {1}{W/P}{W/P}, Sacrifice two other artifacts and/or creatures: Put an indestructible counter on Mondrak. ({W/P} can be paid with either {W} or 2 life.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Myrel, Shield of Argive (3)(W) Legendary Creature -- Human Soldier During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments. Whenever Myrel attacks, create X 1/1 colorless Soldier artifact creature tokens, where X is the number of Soldiers you control. 3/4 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 PLAYbotbox.dev	Plague Nurse ③⑥ Creature -- Phyrexian Cleric Toxic 2 {2}{G}: Each other creature you control with toxic gains toxic 1 until end of turn. Activate only once each turn. (A player dealt combat damage by a creature with toxic also gets poison counters equal to that creature's total toxic value.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quirion Beastcaller16 Creature -- Dryad Warrior Whenever you cast a creature spell, put a +1/+1 counter on this creature. When this creature dies, distribute X +1/+1 counters among any number of target creatures you control, where X is the number of +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Recruitment OfficerW Creature -- Human Soldier {3}{W}: Look at the top four cards of your library. You may reveal a creature card with mana value 3 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rustler RampageW Instant Spree (Choose one or more additional costs.) + {1} -- Untap all creatures target player controls. + {1} -- Target creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seraphic SteedGW Creature -- Unicorn Mount First strike, lifelink Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying. Saddle 4 (Tap any number of other creatures you control with total power 4 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serra Paragon2WW Creature -- Angel Flying Once during each of your turns, you may play a land from your graveyard or cast a permanent spell with mana value 3 or less from your graveyard. If you do, it gains "When this permanent is put into a graveyard from the battlefield, exile it and you gain 2 life." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Siege Veteran (2)(W) Creature -- Human Soldier At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Whenever another nontoken Soldier you control dies, create a 1/1 colorless Soldier artifact creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siege Veteran (2)(W) Creature -- Human Soldier At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. Whenever another nontoken Soldier you control dies, create a 1/1 colorless Soldier artifact creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skrelv, Defector Mite (W) Legendary Artifact Creature -- Phyrexian Mite Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Skrelv can't block. {W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skrelv's Hive (1)(W) Enchantment At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skrelv's Hive (1)(W) Enchantment At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slaughter Singer (G)(W) Creature -- Phyrexian Cleric Toxic 2 (Players dealt combat damage by this creature also get two poison counters.) Whenever another creature you control with toxic attacks, it gets +1/+1 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Salvation (W) Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Salvation (W) Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tocasia's Welcome 2 W Enchantment Whenever one or more creatures you control with mana value 3 or less enter, draw a card. This ability triggers only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tribute to the World Tree G G G Enchantment Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	White Sun's Twilight X W W Sorcery You gain X life. Create X 1/1 colorless Phyrexian Mite artifact creature tokens with toxic 1 and "This token can't block." If X is 5 or more, destroy all other creatures. (Players dealt combat damage by a creature with toxic 1 also get a poison counter.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yotian Frontliner 1 Artifact Creature -- Soldier Whenever this creature attacks, another target creature you control gets +1/+1 until end of turn. Unearth {W} ({W}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
---	---	--	--