

<div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Cut Down</div><div>B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkslick Shores</div><div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkslick Shores</div><div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deathcap Glade</div><div></div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Ertai Resurrected</div><div>2UB</div><div>Legendary Creature -- Phyrexian Human Wizard</div><div>Flash When Ertai Resurrected enters, choose up to one -- * Counter target spell, activated ability, or triggered ability. Its controller draws a card. * Destroy another target creature or planeswalker. Its controller draws a card.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ertai Resurrected</div><div>2UB</div><div>Legendary Creature -- Phyrexian Human Wizard</div><div>Flash When Ertai Resurrected enters, choose up to one -- * Counter target spell, activated ability, or triggered ability. Its controller draws a card. * Destroy another target creature or planeswalker. Its controller draws a card.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Go for the Throat</div><div>1B</div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Go for the Throat</div><div>1B</div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Honest Rutstein (1)(B)(G) Legendary Creature -- Human Warlock When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Honest Rutstein (1)(B)(G) Legendary Creature -- Human Warlock When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Honest Rutstein (1)(B)(G) Legendary Creature -- Human Warlock When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inti, Seneschal of the Sun (1)(R) Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Otawara, Soaring City

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this
card: Return target artifact,
creature, enchantment, or
planeswalker to its owner's hand.
This ability costs {1} less to
activate for each legendary creature
you control.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaza of Heroes

Land

```
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a
legendary spell.
{T}: Add one mana of any color among
legendary permanents you control.
{3}, {T}, Exile this land: Target
legendary creature gains hexproof
and indestructible until end of
turn.
```

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Plaza of Heroes

Land

```
{T}: Add {C}.
{T}: Add one mana of any color.
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Plaza of Heroes

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Plaza of Heroes

Land

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Spend this mana only to cast a
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Relic of Legends</div> <div>3</div> <div>Artifact</div> <div>{T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Relic of Legends</div> <div>3</div> <div>Artifact</div> <div>{T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Relic of Legends</div> <div>3</div> <div>Artifact</div> <div>{T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Relic of Legends</div> <div>3</div> <div>Artifact</div> <div>{T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Rona, Herald of Invasion</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Rona, Herald of Invasion</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Rona, Herald of Invasion</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Rona, Herald of Invasion</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Rona, Herald of Invasion</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Rona, Herald of Invasion</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Rona, Herald of Invasion</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Rona, Herald of Invasion</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Slogurk, the Overslime ①⑥① Legendary Creature -- Ooze Trample Whenever a land card is put into your graveyard from anywhere, put a +1/+1 counter on Slogurk. Remove three +1/+1 counters from Slogurk: Return it to its owner's hand. When Slogurk leaves the battlefield, return up to three target land cards from your graveyard to your hand. <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slogurk, the Overslime ①⑥① Legendary Creature -- Ooze Trample Whenever a land card is put into your graveyard from anywhere, put a +1/+1 counter on Slogurk. Remove three +1/+1 counters from Slogurk: Return it to its owner's hand. When Slogurk leaves the battlefield, return up to three target land cards from your graveyard to your hand. <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slogurk, the Overslime ①⑥① Legendary Creature -- Ooze Trample Whenever a land card is put into your graveyard from anywhere, put a +1/+1 counter on Slogurk. Remove three +1/+1 counters from Slogurk: Return it to its owner's hand. When Slogurk leaves the battlefield, return up to three target land cards from your graveyard to your hand. <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slogurk, the Overslime ①⑥① Legendary Creature -- Ooze Trample Whenever a land card is put into your graveyard from anywhere, put a +1/+1 counter on Slogurk. Remove three +1/+1 counters from Slogurk: Return it to its owner's hand. When Slogurk leaves the battlefield, return up to three target land cards from your graveyard to your hand. <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Takenuma, Abandoned Mire Legendary Land {T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Takenuma, Abandoned Mire Legendary Land {T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Takenuma, Abandoned Mire Legendary Land {T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Takenuma, Abandoned Mire </div> <div> Legendary Land </div> <div> <p>{T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> The Goose Mother </div> <div> Legendary Creature -- Bird Hydra </div> <div> <p>Flying The Goose Mother enters with X +1/+1 counters on it. When The Goose Mother enters, create half X Food tokens, rounded up. Whenever The Goose Mother attacks, you may sacrifice a Food. If you do, draw a card.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Tinybones, the Pickpocket </div> <div> Legendary Creature -- Skeleton Rogue </div> <div> <p>Deathtouch Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Titania, Voice of Gaea </div> <div> Legendary Creature -- Elemental </div> <div> <p>Reach Whenever one or more land cards are put into your graveyard from anywhere, you gain 2 life. At the beginning of your upkeep, if there are four or more land cards in your graveyard and you both own and control Titania, Voice of Gaea and a land named Argoth, Sanctum of Nature, exile them, then meld them into Titania, Gaea Incarnate.</p> </div> <div> <div>3/4</div> </div> <div> ----- OTHER FACE ----- </div> <div> Titania, Gaea Incarnate </div> <div> Legendary Creature -- Elemental Avatar </div> <div> <p>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.</p> </div> <div> <div>*/*</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Titania, Voice of Gaea </div> <div> Legendary Creature -- Elemental </div> <div> <p>Reach Whenever one or more land cards are put into your graveyard from anywhere, you gain 2 life. At the beginning of your upkeep, if there are four or more land cards in your graveyard and you both own and control Titania, Voice of Gaea and a land named Argoth, Sanctum of Nature, exile them, then meld them into Titania, Gaea Incarnate.</p> </div> <div> <div>3/4</div> </div> <div> ----- OTHER FACE ----- </div> <div> Titania, Gaea Incarnate </div> <div> Legendary Creature -- Elemental Avatar </div> <div> <p>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.</p> </div> <div> <div>*/*</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Vial Smasher, Gleeeful Grenadier </div> <div> Legendary Creature -- Goblin Mercenary </div> <div> <p>Whenever another outlaw you control enters, Vial Smasher deals 1 damage to target opponent. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Xander's Lounge </div> <div> Land -- Island Swamp Mountain </div> <div> <p>{T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Xander's Lounge </div> <div> Land -- Island Swamp Mountain </div> <div> <p>{T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - kthanakit26 - Standard (Standard Challenge 32)

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;

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Aclazotz, Deepest Betrayal</div><div>Card</div><div>[sideboard]</div><div>----- - - - OTHER FACE - - -</div><div><div>Aclazotz, Deepest Betrayal</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Duress ⓑ </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Duress ⓑ </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ertai Resurrected ②Ⓤⓑ </div> <div> Legendary Creature -- Phyrexian Human Wizard </div> <div> <p>Flash</p> <p>When Ertai Resurrected enters, choose up to one --</p> <p>* Counter target spell, activated ability, or triggered ability. Its controller draws a card.</p> <p>* Destroy another target creature or planeswalker. Its controller draws a card.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Glistening Deluge ①ⓑⓑ </div> <div>Sorcery</div> <div> <p>All creatures get -1/-1 until end of turn. Creatures that are green and/or white get an additional -2/-2 until end of turn.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div><div><div>Sheoldred, the Apocalypse (2)(B)(B)</div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</div><div>[sideboard]</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div>	<div><div><div>Unlicensed Hearse (2)</div><div>Artifact -- Vehicle</div><div>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2</div><div>[sideboard]</div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div>	<div><div><div>Unlicensed Hearse (2)</div><div>Artifact -- Vehicle</div><div>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2</div><div>[sideboard]</div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div>	
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