

Card

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Snake Horse Mount

Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.

Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

2/2

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1 B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

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2/2

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**(B)**

Instant

Destroy target creature with total power and toughness 5 or less.

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Destroy target creature with total power and toughness 5 or less.

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## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {B}.

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sheet 1/10 - 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.

|                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
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| <div> <div>Darkslick Shores</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {U} or {B}. </div> <div> <div>1</div> <div>B</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                              | <div> <div>Darkslick Shores</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {U} or {B}. </div> <div> <div>1</div> <div>B</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                              | <div> <div>Darkslick Shores</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {U} or {B}. </div> <div> <div>1</div> <div>B</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                              | <div> <div>Deep-Cavern Bat</div> <div>Creature -- Bat</div> <div> Flying, lifelink<br/> When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. </div> <div> <div>1</div> <div>B</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                 |
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## Fabled Passage

## Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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### Fabled Passage

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## Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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## Forest

## Basic Land -- Forest

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

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3 B B

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.

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**B G U**

Legendary Creature -- Frog Wizard Noble

## Deathtouch

You may look at the top card of your library any time.  
You may play lands and cast spells with mana value 4 or greater from the top of your library.  
{T}: Surveil 2.

2/4

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2/4

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Playtest cards - Kricha13 - 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;

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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Glarb, Calamity's Augur</b> (B)(G)(U)<br>Legendary Creature -- Frog Wizard Noble<br>Deathtouch<br>You may look at the top card of your library any time.<br>You may play lands and cast spells with mana value 4 or greater from the top of your library.<br>{T}: Surveil 2.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                  | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                  |
| <b>Hedge Maze</b><br>Land -- Forest Island<br>({T}: Add {G} or {U}.)<br>This land enters tapped.<br>When this land enters, surveil 1.<br>(Look at the top card of your library. You may put it into your graveyard.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                           | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                           | <b>Lazav, Wearer of Faces</b> (U)(B)<br>Legendary Creature -- Shapeshifter Detective<br>Whenever Lazav attacks, exile target card from a graveyard, then investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br>Whenever you sacrifice a Clue, you may have Lazav become a copy of a creature card exiled with it until end of turn.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lazav, Wearer of Faces</b> (U)(B)<br>Legendary Creature -- Shapeshifter Detective<br>Whenever Lazav attacks, exile target card from a graveyard, then investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br>Whenever you sacrifice a Clue, you may have Lazav become a copy of a creature card exiled with it until end of turn.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

## Llanowar Wastes

Land

```
{T}: Add {C}.
{T}: Add {B} or {G}. This land deals
1 damage to you.
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## Long Goodbye

① ②

Instant

This spell can't be countered. (This includes by the ward ability.)  
Destroy target creature or planeswalker with mana value 3 or less.

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## Maha, Its Feathers Night (3)(B)(B)

3 B B

Legendary Creature -- Elemental Bird

Flying, trample  
Ward--Discard a card.  
Creatures your opponents control  
have base toughness 1.

6/5

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## Maha, Its Feathers Night (3)(B)(B)

3 B B

Legendary Creature -- Elemental Bird

Flying, trample  
 Ward--Discard a card.  
 Creatures your opponents control  
 have base toughness 1.

6/5

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## Malicious Eclipse (1)(B)(B)

① B B

## Sorcery

All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.

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## Preacher of the Schism (2)(B)

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

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## Preacher of the Schism (2)(B)

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.  
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| <div><div>Restless Cottage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B} or {G}.</p><p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p><p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sheoldred, the Apocalypse 2BB</div><div>Legendary Creature -- Phyrexian Praetor</div><div><p>Deathtouch</p><p>Whenever you draw a card, you gain 2 life.</p><p>Whenever an opponent draws a card, they lose 2 life.</p></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Sheoldred, the Apocalypse 2BB</div><div>Legendary Creature -- Phyrexian Praetor</div><div><p>Deathtouch</p><p>Whenever you draw a card, you gain 2 life.</p><p>Whenever an opponent draws a card, they lose 2 life.</p></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                       | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                    |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                           | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                       | <div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                 | <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                 |

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| <div>Virtue of Persistence (5)(B)(B)</div> <div>Enchantment</div> <div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div> <div>----- ADVENTURE -----</div> <div>Locthwin Scorn (1)(B)</div> <div>Sorcery -- Adventure</div> <div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Virtue of Persistence (5)(B)(B)</div> <div>Enchantment</div> <div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div> <div>----- ADVENTURE -----</div> <div>Locthwin Scorn (1)(B)</div> <div>Sorcery -- Adventure</div> <div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Virtue of Persistence (5)(B)(B)</div> <div>Enchantment</div> <div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div> <div>----- ADVENTURE -----</div> <div>Locthwin Scorn (1)(B)</div> <div>Sorcery -- Adventure</div> <div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Vren, the Relentless (2)(U)(B)</div> <div>Legendary Creature -- Rat Rogue</div> <div>Ward {2}<br/>If a creature an opponent controls would die, exile it instead.<br/>At the beginning of each end step, create X 1/1 black Rat creature tokens with "This token gets +1/+1 for each other Rat you control," where X is the number of creatures that were exiled under your opponents' control this turn.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Bitter Triumph (1)(B)</div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                       | <div>Change the Equation (1)(U)</div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell with mana value 2 or less.<br/>* Counter target red or green spell with mana value 6 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                            | <div>Duress (B)</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 PLAY botbox.dev</div>                                                                                                                                                                               | <div>Duress (B)</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 PLAY botbox.dev</div>                                                                                                                                                                                                                                      |

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| <b>Duress</b> (B)<br><hr/> Sorcery<br><hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                   | <b>Ertai Resurrected</b> (2)(U)(B)<br><hr/> Legendary Creature -- Phyrexian Human Wizard<br><hr/> Flash<br>When Ertai Resurrected enters, choose up to one --<br>* Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br>* Destroy another target creature or planeswalker. Its controller draws a card.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Honest Rutstein</b> (1)(B)(G)<br><hr/> Legendary Creature -- Human Warlock<br><hr/> When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Malicious Eclipse</b> (1)(B)(B)<br><hr/> Sorcery<br><hr/> All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                     |
| <b>Malicious Eclipse</b> (1)(B)(B)<br><hr/> Sorcery<br><hr/> All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Negate</b> (1)(U)<br><hr/> Instant<br><hr/> Counter target noncreature spell.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                 | <b>Negate</b> (1)(U)<br><hr/> Instant<br><hr/> Counter target noncreature spell.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                 | <b>The End</b> (2)(B)(B)<br><hr/> Instant<br><hr/> 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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

## Tishana's Tidebinder ②①

Creature -- Merfolk Wizard

Flash  
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.)

[sideboard]

3/2

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## Tishana's Tidebinder ②①

Creature -- Merfolk Wizard

Flash  
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.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vren, the Relentless ②①B

Legendary Creature -- Rat Rogue

Ward {2}  
If a creature an opponent controls would die, exile it instead.  
At the beginning of each end step, create X 1/1 black Rat creature tokens with "This token gets +1/+1 for each other Rat you control," where X is the number of creatures that were exiled under your opponents' control this turn.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev