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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><div>({T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                  | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><div>({T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                  | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><div>({T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><div>({T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                    |
| <div><div><b>Bolas's Citadel</b> (3)(B)(B)(B)</div><div>Legendary Artifact</div><div><div>You may look at the top card of your library any time.</div><div>You may play lands and cast spells from the top of your library. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.</div><div>{T}, Sacrifice ten nonland permanents: Each opponent loses 10 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Bolas's Citadel</b> (3)(B)(B)(B)</div><div>Legendary Artifact</div><div><div>You may look at the top card of your library any time.</div><div>You may play lands and cast spells from the top of your library. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.</div><div>{T}, Sacrifice ten nonland permanents: Each opponent loses 10 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Castle Locthwain</b></div><div>Land</div><div><div>This land enters tapped unless you control a Swamp.</div><div>{T}: Add {B}.</div><div>{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Cauldron Familiar</b> (B)</div><div>Creature -- Cat</div><div><div>When this creature enters, each opponent loses 1 life and you gain 1 life.</div><div>Sacrifice a Food: Return this card from your graveyard to the battlefield.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>1/1</div></div> |

**B**

When this creature enters, each opponent loses 1 life and you gain 1 life.

Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

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**B**

When this creature enters, each opponent loses 1 life and you gain 1 life.

Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

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**(B)**

When this creature enters, each opponent loses 1 life and you gain 1 life.

Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

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Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.

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Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gilded Goose

**G**

Creature -- Bird

Flying  
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")  
{1}{G}, {T}: Create a Food token.  
{T}, Sacrifice a Food: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Gilded Goose

**G**

Creature -- Bird

```
Flying
When this creature enters, create a
Food token. (It's an artifact with
"{2}, {T}, Sacrifice this token: You
gain 3 life.")
{1}{G}, {T}: Create a Food token.
{T}, Sacrifice a Food: Add one mana
of any color.
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0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gilded Goose

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```

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gilded Goose

**G**

Creature -- Bird

```
Flying
When this creature enters, create a
Food token. (It's an artifact with
"{2}, {T}, Sacrifice this token: You
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{1}{G}, {T}: Create a Food token.
{T}, Sacrifice a Food: Add one mana
of any color.
```

0/2

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**Playtest cards - \_ruda\_ - Standard (Standard Challenge)** sheet 4/10 - 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.

## Overgrown Tomb

Land - - Swamp Forest

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Overgrown Tomb

Land - - Swamp Forest

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
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## Overgrown Tomb

Land -- Swamp Forest

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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**Priest of Forgotten Gods** (1)(B)

Creature -- Human Cleric

{T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)

1/2

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### Priest of Forgotten Gods (1)(B)

Creature -- Human Cleric

{T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Priest of Forgotten Gods (1)(B)

Creature -- Human Cleric

{T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.)

1/2

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## Solemn Simulacrum ④

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Artifact Creature -- Golem

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card.

2/2

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## Solemn Simulacrum ④

Artifact Creature -- Golem

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card.

2/2

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| <div><div>Solemn Simulacrum</div><div>Artifact Creature -- Golem</div><div>When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               |

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| <div><div>Trail of Crumbs</div><div>①⑥</div></div> <div>Enchantment</div> <div>When this enchantment enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Whenever you sacrifice a Food, you may pay {1}. If you do, look at the top two cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Trail of Crumbs</div><div>①⑥</div></div> <div>Enchantment</div> <div>When this enchantment enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Whenever you sacrifice a Food, you may pay {1}. If you do, look at the top two cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Trail of Crumbs</div><div>①⑥</div></div> <div>Enchantment</div> <div>When this enchantment enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Whenever you sacrifice a Food, you may pay {1}. If you do, look at the top two cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Trail of Crumbs</div><div>①⑥</div></div> <div>Enchantment</div> <div>When this enchantment enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>Whenever you sacrifice a Food, you may pay {1}. If you do, look at the top two cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Witch's Oven</div><div>①</div></div> <div>Artifact</div> <div>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div><div>Witch's Oven</div><div>①</div></div> <div>Artifact</div> <div>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div><div>Witch's Oven</div><div>①</div></div> <div>Artifact</div> <div>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div><div>Witch's Oven</div><div>①</div></div> <div>Artifact</div> <div>{T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               |

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| <div><div>Woe Strider</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Horror</div><div>When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Woe Strider</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Horror</div><div>When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Woe Strider</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Horror</div><div>When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Woe Strider</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Horror</div><div>When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Agonizing Remorse</div><div><div>1</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div>Agonizing Remorse</div><div><div>1</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div>Agonizing Remorse</div><div><div>1</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div>Agonizing Remorse</div><div><div>1</div><div>B</div></div></div> <div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a nonland card from it or a card from their graveyard. Exile that card. You lose 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              |

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| <div><div><div><b>Bolas's Citadel</b></div><div><div>3</div><div>B</div><div>B</div><div>B</div></div></div><div><div>Legendary Artifact</div><div><p>You may look at the top card of your library any time.</p><p>You may play lands and cast spells from the top of your library. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.</p><p>{T}, Sacrifice ten nonland permanents: Each opponent loses 10 life.</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Cindervines</b></div><div><div>R</div><div>G</div></div></div><div><div>Enchantment</div><div><p>Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player.</p><p>{1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller.</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Claim the Firstborn</b></div><div><div>R</div></div></div><div><div>Sorcery</div><div><p>Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Claim the Firstborn</b></div><div><div>R</div></div></div><div><div>Sorcery</div><div><p>Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><b>Duress</b></div><div><div>B</div></div></div><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></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                           | <div><div><div><b>Lava Coil</b></div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div><p>Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                 | <div><div><div><b>Lava Coil</b></div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div><p>Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                              | <div><div><div><b>Noxious Grasp</b></div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div><p>Destroy target creature or planeswalker that's green or white. You gain 1 life.</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                               |

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| <div><div>Noxious Grasp<div><div>1</div><div>B</div></div></div><div>Instant</div><div>Destroy target creature or planeswalker that's green or white. You gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Return to Nature<div><div>1</div><div>G</div></div></div><div>Instant</div><div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile target card from a graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Return to Nature<div><div>1</div><div>G</div></div></div><div>Instant</div><div>Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Exile target card from a graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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