Aloe Alchemist {1}{G}

Creature -- Plant Warlock

Trample
When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.
Plot {1}{G} (You may pay {1}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ambitious Augmenter {G}

Creature -- Turtle Wizard

Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.)
When this creature dies, if it had one or more counters on it, create a 0/0 green and blue Fractal creature token, then put this creature's counters on that token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Antique Collector {1}{G}

Creature -- Human Rogue

This creature can't be blocked by creatures with power 2 or less.
When this creature enters, creatures you control perpetually gain "When this creature dies, you may shuffle it into its owner's library if it's in your graveyard. If you do, investigate." (Create a colorless Clue artifact token with "{2}, Sacrifice this artifact: Draw a card.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aspect of Hydra {G}

Instant

Target creature gets +X/+X until end of turn, where X is your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avatar of the Resolute {G}{G}

Creature -- Avatar

Reach, trample
This creature enters with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Axebane Ferox {2}{G}{G}

Creature -- Beast

Deathtouch, haste
Ward--Collect evidence 4. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player exiles cards with total mana value 4 or greater from their graveyard.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Badgermole Cub {1}{G}

Creature -- Badger Mole

When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)
Whenever you tap a creature for mana, add an additional {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barkhide Troll {G}{G}

Creature -- Troll

This creature enters with a +1/+1 counter on it.
{1}, Remove a +1/+1 counter from this creature: This creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ba Sing Se

Land

This land enters tapped unless you control a basic land.
{T}: Add {G}.
{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Berserk (G)

Instant

Cast this spell only before the combat damage step.
Target creature gains trample and gets +X/+0 until end of turn, where X is its power. At the beginning of the next end step, destroy that creature if it attacked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloated Contaminator (2)(G)

Creature -- Phyrexian Beast

Trample
Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)
Whenever this creature deals combat damage to a player, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blossoming Defense (G)

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Botanical Sanctum

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bramblearmor Brawler (2)(G)(G)

Creature -- Raccoon Warrior

This spell can't be countered.
Trample
Whenever an opponent casts a noncreature spell, creature cards in your library perpetually get +1/+1.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeding Pool

Land -- Forest Island

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

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Bridgeworks Battle {2}{G}

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

Tanglespan Bridgeworks

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cankerbloom {1}{G}

Creature -- Phyrexian Fungus

{1}, Sacrifice this creature: Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cemetery Prowler {1}{G}{G}

Creature -- Wolf

Vigilance
Whenever this creature enters or attacks, exile a card from a graveyard.
Spells you cast cost {1} less to cast for each card type they share with cards exiled with this creature.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chittering Illuminator {G}{G}

Enchantment Creature -- Squirrel Glimmer

As long as Chittering Illuminator is at the top of your library, you may look at it any time and you may cast it.
As long as the top card of your library is a creature card, you may look at it any time and you may cast it.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Mox {0}

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Copperline Gorge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathrite Shaman {B/G}

Creature -- Elf Shaman

{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)
{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.
{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delighted Halfling {G}

Creature -- Halfling Citizen

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

1/2

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Dismember {1}{B/P}{B/P}

Instant

({B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dryad Militant {G/W}

Creature -- Dryad Soldier

({G/W} can be paid with either {G} or {W}.)
If an instant or sorcery card would be put into a graveyard from anywhere, exile it instead.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Mystic {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance {1}{G}{G}

Creature -- Elemental Incarnation

Flash
Reach
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.
Evoke--Exile a green card from your hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Adaptive {G}

Creature -- Phyrexian Warrior

This creature enters with an oil counter on it.
This creature gets +1/+1 for each oil counter on it.
Whenever another creature you control enters, if that creature has greater power or toughness than this creature, put an oil counter on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Experiment One {G}

Creature -- Human Ooze

Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)
Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forceful Cultivator {2}{G}{G}

Creature -- Snake Shaman

This spell costs {2} less to cast if there are no land cards in your hand.
When Forceful Cultivator enters the battlefield, search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ultrajelle - Unknown format (Gladiator Proving Grounds) sheet 4/13 - 8 cards - 2.5 x 3.5 in each

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frenzied Baloth (G)(G)

Creature -- Beast

This spell can't be countered.
Trample, haste
Creature spells you control can't be countered.
Combat damage can't be prevented.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.
{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Green Sun's Zenith (X)(G)

Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hard-Hitting Question (G)

Sorcery

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hashep Oasis

Land -- Desert

{T}: Add {C}.
{T}, Pay 1 life: Add {G}.
{1}{G}{G}, {T}, Sacrifice a Desert: Target creature gets +3/+3 until end of turn. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ignoble Hierarch (G)

Creature -- Goblin Shaman

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {B}, {R}, or {G}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jukai Liberator (2)(G)

Creature -- Snake Ninja

Ninjutsu {1}{G} ({1}{G}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)
Whenever Jukai Liberator deals combat damage to a player, choose land or nonland. Seek a permanent card of the chosen kind.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Keen-Eyed Curator {G}{G}

Creature -- Raccoon Scout

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.
{1}: Exile target card from a graveyard.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kraul Harpooner {1}{G}

Creature -- Insect Warrior

Reach
Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lair of the Hydra

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {G}.
{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Longtusk Stalker {G}

Creature -- Cat

Whenever this creature enters or attacks, you get {E}.
Pay {E}{E}: this creature perpetually gets +1/+0. You may choose a creature card in your hand. If you do, that card perpetually gets +1/+0.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lupine Harbingers {3}{G}

Creature -- Wolf

Trample, haste
Lupine Harbingers enters the battlefield with X +1/+1 counters on it, where X is the number of turns you've begun since it was foretold.
Foretell {4}{G}{G} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Minsc & Boo, Timeless Heroes {2}{R}{G}

Legendary Planeswalker -- Minsc

When Minsc & Boo enters and at the beginning of your upkeep, you may create Boo, a legendary 1/1 red Hamster creature token with trample and haste.
[+1]: Put three +1/+1 counters on up to one target creature with trample or haste.
[-2]: Sacrifice a creature. When you do, Minsc & Boo deals X damage to any target, where X is that creature's power. If the sacrificed creature was a Hamster, draw X cards.
Minsc & Boo, Timeless Heroes can be your commander.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mutable Pupa {G}

Creature -- Insect

Evolve
Whenever another creature you control enters, this creature perpetually gains flying if that creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, reach, trample, and vigilance.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutagen Man, Living Ooze {X}{G}{G}

Legendary Creature -- Ooze Mutant

Trample
Activated abilities of artifact tokens you control cost {1} less to activate.
When Mutagen Man enters, create X Mutagen tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nurturing Peatland

Land

{T}, Pay 1 life: Add {B} or {G}.
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oko, Thief of Crowns {1}{G}{U}

Legendary Planeswalker -- Oko

[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.
[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Old-Growth Troll {G}{G}{G}

Creature -- Troll Warrior

Trample
When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'"

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pawpatch Recruit {G}

Creature -- Rabbit Warrior

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
Trample
Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pelt Collector {G}

Creature -- Elf Warrior

Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature.
As long as this creature has three or more +1/+1 counters on it, it has trample.

1/1

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Polukranos Reborn {G}{G}{G}

Legendary Creature -- Hydra

Reach
{6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.)

4/5

- - - BACK FACE - - -

Polukranos, Engine of Ruin

Legendary Creature -- Phyrexian Hydra

Reach, lifelink
Whenever Polukranos or another nontoken Hydra you control dies, create a 3/3 green and white Phyrexian Hydra creature token with reach and a 3/3 green and white Phyrexian Hydra creature token with lifelink.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primal Might {X}{G}

Sorcery

Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Propagator Primordium {1}{G}

Creature -- Fungus

When Propagator Primordium enters, conjure two cards named Propagator Primordium into your graveyard.
At the beginning of your upkeep, put a spore counter on Propagator Primordium.
Remove three spore counters from Propagator Primordium: Return target Fungus creature card from your graveyard to the battlefield.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Questing Beast {2}{G}{G}

Legendary Creature -- Beast

Vigilance, deathtouch, haste
Questing Beast can't be blocked by creatures with power 2 or less.
Combat damage that would be dealt by creatures you control can't be prevented.
Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rhonas the Indomitable {2}{G}

Legendary Creature -- God

Deathtouch, indestructible
Rhonas can't attack or block unless you control another creature with power 4 or greater.
{2}{G}: Another target creature gets +2/+0 and gains trample until end of turn.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishkar, Peema Renegade {2}{G}

Legendary Creature -- Elf Druid

When Rishkar enters, put a +1/+1 counter on each of up to two target creatures.
Each creature you control with a counter on it has "{T}: Add {G}."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Routeway Moose {1}{G}

Creature -- Elk Mount

Whenever this creature attacks while saddled, seek a land card and put it onto the battlefield tapped.
Saddle 2

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Royal Treatment {G}

Instant

Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.)

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Scavenging Ooze {1}{G}

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrapshooter {1}{G}{G}

Creature -- Raccoon Archer

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)
Reach
When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sentinel of the Nameless City {2}{G}

Creature -- Merfolk Warrior Scout

Vigilance
Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steel Leaf Champion {G}{G}{G}

Creature -- Elf Knight

This creature can't be blocked by creatures with power 2 or less.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surrak, the Hunt Caller {2}{G}{G}

Legendary Creature -- Human Warrior

Formidable -- At the beginning of combat on your turn, if creatures you control have total power 8 or greater, target creature you control gains haste until end of turn. (It can attack and {T} no matter when it came under your control.)

5/4

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Tail Swipe {G}

Instant

Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.)

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Tarmogoyf {1}{G}

Creature -- Lhurgoyf

Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.

/1+

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Playtest cards - ultrajelle - Unknown format (Gladiator Proving Grounds) sheet 11/13 - 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.

Tenacious Pup {G}

Creature -- Wolf

When Tenacious Pup enters the battlefield, you gain 1 life. You get a one-time boon with "When you cast a creature spell, that creature enters the battlefield with an additional +1/+1 counter, trample counter, and vigilance counter on it."

1/2

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The Huntsman's Redemption {2}{G}

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.

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Treetop Village

Land

This land enters tapped.
{T}: Add {G}.
{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)

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Ulvenwald Oddity {2}{G}{G}

Creature -- Beast

Trample, haste
{5}{G}{G}: Transform this creature.

4/4

- - - BACK FACE - - -

Ulvenwald Behemoth

Creature -- Beast Horror

Trample, haste
Other creatures you control get +1/+1 and have trample and haste.

8/8

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Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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Wastes

Basic Land

{T}: Add {C}.

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Wastes

Basic Land

{T}: Add {C}.

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Waterlogged Grove

Land

{T}, Pay 1 life: Add {G} or {U}.
{1}, {T}, Sacrifice this land: Draw a card.

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Playtest cards - ultrajelle - Unknown format (Gladiator Proving Grounds) sheet 12/13 - 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.

Webstrike Elite {G}{G}

Creature -- Insect Archer

Reach
Cycling {X}{G}{G} ({X}{G}{G}, Discard this card: Draw a card.)
When you cycle this card, destroy up to one target artifact or enchantment with mana value X.

3/3

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Werewolf Pack Leader {G}{G}

Creature -- Human Werewolf

Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card.
{3}{G}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and is a Werewolf.

3/3

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Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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