

Aloe Alchemist 1 6 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 6 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 6 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 6 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 6 6 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 6 6 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 6 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 6 6 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

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

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

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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

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

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

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

2GG

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

Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bridgeworks Battle 26 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 16 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 166 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 66 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 6/6 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 6 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dismember 1 BP BP Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. 2/1 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}.) 0/0 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 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 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 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 Hierarchy 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 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

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. 1/1 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Polukranos Reborn GGG 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 XG 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Propagator Primordium 1G 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 2GGG 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 2G 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 2G 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 1G 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}.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ultrajelle - Unknown format (Gladiator Proving Grounds)

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 10/13 - 8 cards - 2.5 x 3.5 in each

Scavenging Ooze 16 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 166 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 26 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 666 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 16 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 266 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tail Swipe 6 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tarmogoyf 16 Token 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. (This token's mana cost is {1}{G}.) */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 11/13 - 8 cards - 2.5 x 3.5 in each

Tenacious Pup 6 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Huntsman's Redemption 26 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulvenwald Oddity 266 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastes Basic Land {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastes Basic Land {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Waterlogged Grove Land {T}, Pay 1 life: Add {G} or {U}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 isn't a Human. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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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