

Alessos and Pras, Acrobats (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alessos and Pras, Acrobats (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annie Joins Up 1RGW Legendary Enchantment When Annie Joins Up enters, it deals 5 damage to target creature or planeswalker an opponent controls. If a triggered ability of a legendary creature you control triggers, that ability triggers an additional time. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annie Joins Up 1RGW Legendary Enchantment When Annie Joins Up enters, it deals 5 damage to target creature or planeswalker an opponent controls. If a triggered ability of a legendary creature you control triggers, that ability triggers an additional time. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

Basic Land -- Forest

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

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Get Lost

① ② W

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")

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Halana and Alena, Partners (2)(R)(G)

2 R G

Legendary Creature -- Human Ranger

Reach (This creature can block creatures with flying.)
First strike (This creature deals combat damage before creatures without first strike.)
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn.

2/3

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2/3

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Hushwood Verge

Land

{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

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Kutzil, Malamet Exemplar ①⑥⑦ Legendary Creature -- Cat Warrior Your opponents can't cast spells during your turn. Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kutzil, Malamet Exemplar ①⑥⑦ Legendary Creature -- Cat Warrior Your opponents can't cast spells during your turn. Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning, Army of One ①④⑤ Legendary Creature -- Human Soldier First strike, trample, lifelink Stagger -- Whenever Lightning deals combat damage to a player, until your next turn, if a source would deal damage to that player or a permanent that player controls, it deals double that damage instead. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning, Army of One ①④⑤ Legendary Creature -- Human Soldier First strike, trample, lifelink Stagger -- Whenever Lightning deals combat damage to a player, until your next turn, if a source would deal damage to that player or a permanent that player controls, it deals double that damage instead. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Portico Land -- Forest Plains ({T}: Add {G} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lush Portico Land -- Forest Plains ({T}: Add {G} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lush Portico Land -- Forest Plains ({T}: Add {G} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Parting Gust Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Parting Gust Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Rosa, Resolute White Mage 3W Legendary Creature -- Human Noble Cleric Reach (This creature can block creatures with flying.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. It gains lifelink until end of turn. (Damage dealt by the creature also causes you to gain that much life.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruby, Daring Tracker RG Legendary Creature -- Human Scout Haste (This creature can attack and {T} as soon as it comes under your control.) Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn. {T}: Add {R} or {G}. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruby, Daring Tracker RG Legendary Creature -- Human Scout Haste (This creature can attack and {T} as soon as it comes under your control.) Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn. {T}: Add {R} or {G}. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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.

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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.

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Surrak, Elusive Hunter (2)(G)

Legendary Creature -- Human Warrior

This spell can't be countered.
Trample
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

4/3

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Legendary Creature -- Human Warrior

This spell can't be countered.
Trample
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

4/3

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Thornspire Verge

Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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Torgal, A Fine Hound ① ⑥

Legendary Creature -- Wolf

Whenever you cast your first Human creature spell each turn, that creature enters with an additional +1/+1 counter on it for each Dog and/or Wolf you control.

{T}: Add one mana of any color.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torgal, A Fine Hound 1G Legendary Creature -- Wolf Whenever you cast your first Human creature spell each turn, that creature enters with an additional +1/+1 counter on it for each Dog and/or Wolf you control. {T}: Add one mana of any color. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torgal, A Fine Hound 1G Legendary Creature -- Wolf Whenever you cast your first Human creature spell each turn, that creature enters with an additional +1/+1 counter on it for each Dog and/or Wolf you control. {T}: Add one mana of any color. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venat, Heart of Hydaelyn 1WW Legendary Creature -- Elder Wizard Whenever you cast a legendary spell, draw a card. This ability triggers only once each turn. Hero's Sundering -- {7}, {T}: Exile target nonland permanent. Transform Venat. Activate only as a sorcery. 3/3 ----- BACK FACE ----- Hydaelyn, the Mothercrystal Legendary Creature -- God Indestructible Blessing of Light -- At the beginning of combat on your turn, put a +1/+1 counter on another target creature you control. Until your next turn, it gains indestructible. If that creature is legendary, draw a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venat, Heart of Hydaelyn 1WW Legendary Creature -- Elder Wizard Whenever you cast a legendary spell, draw a card. This ability triggers only once each turn. Hero's Sundering -- {7}, {T}: Exile target nonland permanent. Transform Venat. Activate only as a sorcery. 3/3 ----- BACK FACE ----- Hydaelyn, the Mothercrystal Legendary Creature -- God Indestructible Blessing of Light -- At the beginning of combat on your turn, put a +1/+1 counter on another target creature you control. Until your next turn, it gains indestructible. If that creature is legendary, draw a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Voja, Jaws of the Conclave 2RGW Legendary Creature -- Wolf Vigilance, trample, ward {3} Whenever Voja attacks, put X +1/+1 counters on each creature you control, where X is the number of Elves you control. Draw a card for each Wolf you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voja, Jaws of the Conclave 2RGW Legendary Creature -- Wolf Vigilance, trample, ward {3} Whenever Voja attacks, put X +1/+1 counters on each creature you control, where X is the number of Elves you control. Draw a card for each Wolf you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zack Fair W Legendary Creature -- Human Soldier Zack Fair enters with a +1/+1 counter on it. {1}, Sacrifice Zack Fair: Target creature you control gains indestructible until end of turn. Put Zack Fair's counters on that creature and attach an Equipment that was attached to Zack Fair to that creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zack Fair W Legendary Creature -- Human Soldier Zack Fair enters with a +1/+1 counter on it. {1}, Sacrifice Zack Fair: Target creature you control gains indestructible until end of turn. Put Zack Fair's counters on that creature and attach an Equipment that was attached to Zack Fair to that creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zan, Tunnelweb Explorer (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zan, Tunnelweb Explorer (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zora, Spider Fancier (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zora, Spider Fancier (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ambush Wolf 26 Creature -- Wolf Flash (You may cast this spell any time you could cast an instant.) When this creature enters, exile up to one target card from a graveyard. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ambush Wolf 26 Creature -- Wolf Flash (You may cast this spell any time you could cast an instant.) When this creature enters, exile up to one target card from a graveyard. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ambush Wolf 26 Creature -- Wolf Flash (You may cast this spell any time you could cast an instant.) When this creature enters, exile up to one target card from a graveyard. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 16/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- - - - RIGHT HALF - - - Desist 46/6 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cease16/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist46/66/6 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease16/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist46/66/6 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reclamation Sage26 Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reclamation Sage26 Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reclamation Sage26 Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rhino's RampageR/6 Sorcery Target creature you control gets +1/+0 until end of turn. It fights target creature an opponent controls. When excess damage is dealt to the creature an opponent controls this way, destroy up to one target noncreature artifact with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rhino's RampageR/6 Sorcery Target creature you control gets +1/+0 until end of turn. It fights target creature an opponent controls. When excess damage is dealt to the creature an opponent controls this way, destroy up to one target noncreature artifact with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rhino's RampageR/6 Sorcery Target creature you control gets +1/+0 until end of turn. It fights target creature an opponent controls. When excess damage is dealt to the creature an opponent controls this way, destroy up to one target noncreature artifact with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Split Up 1 W W Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Split Up 1 W W Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Split Up 1 W W Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

sheet 10/10 - 3 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.