

Assassin's Trophy B G Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Assassin's Trophy B G Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Land

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

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4 G

Enchantment

If an effect would create one or more tokens under your control, it creates twice that many of those tokens instead.

If an effect would put one or more counters on a permanent you control, it puts twice that many of those counters on that permanent instead.

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Creature -- Human Shaman

At the beginning of your upkeep, if you control six or more lands, create a 5/5 red Dragon creature token with flying.

1/1

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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 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fell 1B Sorcery Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fell 1B Sorcery Destroy target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garruk's Uprising2G Enchantment When this enchantment enters, if you control a creature with power 4 or greater, draw a card. Creatures you control have trample. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.) Whenever a creature you control with power 4 or greater enters, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goldvein HydraXG Creature -- Hydra Vigilance, trample, haste This creature enters with X +1/+1 counters on it. When this creature dies, create a number of tapped Treasure tokens equal to its power. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Jolene, Plundering Pugilist (1)(R)(G) Legendary Creature -- Human Mercenary Whenever you attack with one or more creatures with power 4 or greater, create a Treasure token. {1}{R}, Sacrifice a Treasure: Jolene deals 1 damage to any target. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike (1)(R) Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike (1)(R) Instant Lightning Strike deals 3 damage to any target. 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
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Loot, Exuberant Explorer 26 Legendary Creature -- Beast Noble You may play an additional land on each of your turns. {4}{G}{G}, {T}: Look at the top six cards of your library. You may reveal a creature card with mana value less than or equal to the number of lands you control from among them and put it onto the battlefield. Put the rest on the bottom in a random order. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loot, Exuberant Explorer 26 Legendary Creature -- Beast Noble You may play an additional land on each of your turns. {4}{G}{G}, {T}: Look at the top six cards of your library. You may reveal a creature card with mana value less than or equal to the number of lands you control from among them and put it onto the battlefield. Put the rest on the bottom in a random order. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magda, the Hoardmaster 1R Legendary Creature -- Dwarf Berserker Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magda, the Hoardmaster 1R Legendary Creature -- Dwarf Berserker Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mossborn Hydra (2)(G) Creature -- Elemental Hydra Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it. Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mossborn Hydra (2)(G) Creature -- Elemental Hydra Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it. Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primeval Bounty (5)(G) Enchantment Whenever you cast a creature spell, create a 3/3 green Beast creature token. Whenever you cast a noncreature spell, put three +1/+1 counters on target creature you control. Landfall -- Whenever a land you control enters, you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quilled Greatwurm (4)(G)(G) Creature -- Wurm Trample Whenever a creature you control deals combat damage during your turn, put that many +1/+1 counters on it. (It must survive to get the counters.) You may cast this card from your graveyard by removing six counters from among creatures you control in addition to paying its other costs. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Railway Brawler (3)(G)(G) Creature -- Rhino Warrior Reach, trample Whenever another creature you control enters, put X +1/+1 counters on it, where X is its power. Plot {3}{G} (You may pay {3}{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.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

Reach, trample
Whenever another creature you control enters, put $X+1$ counters on it, where X is its power.
Plot $\{3\}$ (You may pay $\{3\}$ 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.)

5/5

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Land

This land enters tapped.
{T}: Add {B} or {R}.
{1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land.
Whenever this land attacks, you may discard a card. If you do, draw a card.

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Basic Land -- Swamp

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

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Basic Land -- Swamp

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

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B G

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Boltwave deals 3 damage to each opponent.

[sidebar]

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®

Boltwave deals 3 damage to each opponent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Boltwave deals 3 damage to each opponent.

[sideboard]

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sheet 8/10 - 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.

Lightning Strike ①R Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike ①R Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Screaming Nemesis ②R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of Gathering ④GG Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn. {P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type. {P}{P}{P} -- Draw cards equal to the greatest power among creatures you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Season of Gathering ④GG Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn. {P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type. {P}{P}{P} -- Draw cards equal to the greatest power among creatures you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slagstorm ①RR Sorcery Choose one -- * Slagstorm deals 3 damage to each creature. * Slagstorm deals 3 damage to each player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slagstorm ①RR Sorcery Choose one -- * Slagstorm deals 3 damage to each creature. * Slagstorm deals 3 damage to each player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slagstorm ①RR Sorcery Choose one -- * Slagstorm deals 3 damage to each creature. * Slagstorm deals 3 damage to each player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Slagstorm 1 R R Sorcery Choose one -- * Slagstorm deals 3 damage to each creature. * Slagstorm deals 3 damage to each player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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.