

Ancient Cornucopia 26 Artifact Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Cornucopia 26 Artifact Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Cornucopia 26 Artifact Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Clement, the Worrywort ①⑥①⑥ Legendary Creature -- Frog Druid Vigilance Whenever Clement or another creature you control enters, return up to one target creature you control with lesser mana value to its owner's hand. Frogs you control have "{T}: Add {G} or {U}. Spend this mana only to cast a creature spell." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clement, the Worrywort ①⑥①⑥ Legendary Creature -- Frog Druid Vigilance Whenever Clement or another creature you control enters, return up to one target creature you control with lesser mana value to its owner's hand. Frogs you control have "{T}: Add {G} or {U}. Spend this mana only to cast a creature spell." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Lookout ②⑥ Creature -- Frog Scout Reach When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Lookout ②⑥ Creature -- Frog Scout Reach When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Dreamdew Entrancer 2GⓀ Creature -- Frog Wizard Reach When this creature enters, tap up to one target creature and put three stun counters on it. If you control that creature, draw two cards. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dreamdew Entrancer 2GⓀ Creature -- Frog Wizard Reach When this creature enters, tap up to one target creature and put three stun counters on it. If you control that creature, draw two cards. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dreamdew Entrancer 2GⓀ Creature -- Frog Wizard Reach When this creature enters, tap up to one target creature and put three stun counters on it. If you control that creature, draw two cards. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Helga, Skittish Seer G W U Legendary Creature -- Frog Druid Whenever you cast a creature spell with mana value 4 or greater, you draw a card, gain 1 life, and put a +1/+1 counter on Helga. {T}: Add X mana of any one color, where X is Helga's power. Spend this mana only to cast creature spells with mana value 4 or greater or creature spells with {X} in their mana costs. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Helga, Skittish Seer G W U Legendary Creature -- Frog Druid Whenever you cast a creature spell with mana value 4 or greater, you draw a card, gain 1 life, and put a +1/+1 counter on Helga. {T}: Add X mana of any one color, where X is Helga's power. Spend this mana only to cast creature spells with mana value 4 or greater or creature spells with {X} in their mana costs. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lilysplash Mentor 2 G U Creature -- Frog Druid Reach {1}{G}{U}: Exile another target creature you control, then return it to the battlefield under its owner's control with a +1/+1 counter on it. Activate only as a sorcery. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lilysplash Mentor 2 G U Creature -- Frog Druid Reach {1}{G}{U}: Exile another target creature you control, then return it to the battlefield under its owner's control with a +1/+1 counter on it. Activate only as a sorcery. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Pawpatch Formation 1 6 Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Formation 1 6 Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Formation 1 6 Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pond Prophet 6/0 6/0 Creature -- Frog Advisor When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Restless Anchorage

Land

This land enters tapped.
{T}: Add {W} or {U}.
{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.
Whenever this land attacks, create a Map token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Fortress

Land

This land enters tapped.
{T}: Add {W} or {B}.
{2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land.
Whenever this land attacks, defending player loses 2 life and you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Prairie

Land

This land enters tapped.
 {T}: Add {G} or {W}.
 {2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Vinestalk

Land

This land enters tapped.
 {T}: Add {G} or {U}.
 {3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land.
 Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia and The Gitrog Monster (1)(W)(B)(G)

Legendary Creature -- Human Frog Horror

First strike, deathtouch
You may play an additional land on each of your turns.
Creatures and nonbasic lands your opponents control enter tapped.
Whenever Thalia and The Gitrog Monster attacks, sacrifice a creature or land, then draw a card.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia and The Gitrog Monster (1)(W)(B)(G)

Legendary Creature -- Human Frog Horror

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Creatures and nonbasic lands your opponents control enter tapped.
Whenever Thalia and The Gitrog Monster attacks, sacrifice a creature or land, then draw a card.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Mightcaller ⑥ Creature -- Frog Warrior Trample Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Mightcaller ⑥ Creature -- Frog Warrior Trample Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Mightcaller ⑥ Creature -- Frog Warrior Trample Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Mightcaller ⑥ Creature -- Frog Warrior Trample Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bristlebud Farmer ②⑥⑥ Creature -- Plant Druid Trample When this creature enters, create two Food tokens. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") Whenever this creature attacks, you may sacrifice a Food. If you do, mill three cards. You may put a permanent card from among them into your hand. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chimil, the Inner Sun ⑥ Legendary Artifact Spells you control can't be countered. At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chimil, the Inner Sun ⑥ Legendary Artifact Spells you control can't be countered. At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chimil, the Inner Sun ⑥ Legendary Artifact Spells you control can't be countered. At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silverback Elder (2)(G)(G)(G) Creature -- Ape Shaman Whenever you cast a creature spell, choose one -- * Destroy target artifact or enchantment. * Look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. * You gain 4 life. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silverback Elder (2)(G)(G)(G) Creature -- Ape Shaman Whenever you cast a creature spell, choose one -- * Destroy target artifact or enchantment. * Look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. * You gain 4 life. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silverback Elder (2)(G)(G)(G) Creature -- Ape Shaman Whenever you cast a creature spell, choose one -- * Destroy target artifact or enchantment. * Look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. * You gain 4 life. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Gitrog, Ravenous Ride (3)(B)(G) Legendary Creature -- Frog Horror Mount Trample, haste Whenever The Gitrog deals combat damage to a player, you may sacrifice a creature that saddled it this turn. If you do, draw X cards, then put up to X land cards from your hand onto the battlefield tapped, where X is the sacrificed creature's power. Saddle 1 [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Gitrog, Ravenous Ride (3)(B)(G) Legendary Creature -- Frog Horror Mount Trample, haste Whenever The Gitrog deals combat damage to a player, you may sacrifice a creature that saddled it this turn. If you do, draw X cards, then put up to X land cards from your hand onto the battlefield tapped, where X is the sacrificed creature's power. Saddle 1 [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Skullspore Nexus (6)(G)(G) Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. Whenever one or more nontoken creatures you control die, create a green Fungus Dinosaur creature token with base power and toughness each equal to the total power of those creatures. {2}, {T}: Double target creature's power until end of turn. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Skullspore Nexus (6)(G)(G) Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. Whenever one or more nontoken creatures you control die, create a green Fungus Dinosaur creature token with base power and toughness each equal to the total power of those creatures. {2}, {T}: Double target creature's power until end of turn. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Skullspore Nexus (6)(G)(G) Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. Whenever one or more nontoken creatures you control die, create a green Fungus Dinosaur creature token with base power and toughness each equal to the total power of those creatures. {2}, {T}: Double target creature's power until end of turn. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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 9/10 - 8 cards - 2.5 x 3.5 in each

Vaultborn Tyrant 5GG Creature -- Dinosaur Trample Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card. When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vaultborn Tyrant 5GG Creature -- Dinosaur Trample Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card. When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vaultborn Tyrant 5GG Creature -- Dinosaur Trample Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card. When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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