

Allosaurus Rider (5)(G)(G) Creature -- Elf Warrior You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control. 1+*/1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Allosaurus Rider (5)(G)(G) Creature -- Elf Warrior You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control. 1+*/1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Allosaurus Rider (5)(G)(G) Creature -- Elf Warrior You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control. 1+*/1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Allosaurus Rider (5)(G)(G) Creature -- Elf Warrior You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control. 1+*/1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Atraxa, Grand Unifier (3)(G)(W)(U)(B) Legendary Creature -- Phyrexian Angel Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) 7/7 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	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	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ChrisCruz2626 - Neoform (Super Sunday RCQ - Modern - SCG CON Dallas - Sun sheet 2/10 - 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.

Disciple of Freyalise ③⑥⑥⑥ Creature -- Elf Druid When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power. 3/3 ----- BACK FACE ----- Garden of Freyalise 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	Eldritch Evolution ①⑥⑥ Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldritch Evolution ①⑥⑥ Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldritch Evolution ①⑥⑥ Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Ghalta, Stampede Tyrant ⑤⑥⑥⑥ Legendary Creature -- Elder Dinosaur Trample When Ghalta enters, put any number of creature cards from your hand onto the battlefield. 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Griselbrand ④③③③③ Legendary Creature -- Demon Flying, lifelink Pay 7 life: Draw seven cards. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hedge Maze Land -- Forest Island ({T}: Add {G} or {U}.) 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 PLAY botbox.dev	Hedge Maze Land -- Forest Island ({T}: Add {G} or {U}.) 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 PLAY botbox.dev
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G

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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3 R G

Indestructible
As long as your devotion to red and green is less than seven, Xenagos isn't a creature.
At the beginning of combat on your turn, another target creature you control gains haste and gets +X/+X until end of turn, where X is that creature's power.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① BP BP

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

[sidebar]

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5 W W

Vigilance
Other creatures you control get
+2/+2.
Creatures your opponents control get
-2/-2.

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4/7

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①GG

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

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5 G

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Trample

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

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2 U

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BP

{B/P} can be paid with either {B} or 2 life.)
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{B/P} can be paid with either {B} or 2 life.)
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veil of Summer 6 Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wistfulness 3 6/U 6/U Creature -- Elemental Incarnation When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls. When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card. Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wistfulness 3 6/U 6/U Creature -- Elemental Incarnation When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls. When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card. Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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