

Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bleeding Woods Land This land enters tapped unless a player has 13 or less life. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bleeding Woods Land This land enters tapped unless a player has 13 or less life. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bonecrusher Giant 2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 -----ADVENTURE----- Stomp 1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonecrusher Giant 2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 -----ADVENTURE----- Stomp 1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonecrusher Giant 2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 -----ADVENTURE----- Stomp 1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonecrusher Giant 2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 -----ADVENTURE----- Stomp 1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Brushfire Elemental (R)(G) Creature -- Elemental Haste This creature can't be blocked by creatures with power 2 or less. Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brushfire Elemental (R)(G) Creature -- Elemental Haste This creature can't be blocked by creatures with power 2 or less. Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brushfire Elemental (R)(G) Creature -- Elemental Haste This creature can't be blocked by creatures with power 2 or less. Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brushfire Elemental (R)(G) Creature -- Elemental Haste This creature can't be blocked by creatures with power 2 or less. Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Burning-Tree Emissary (R/G)(R/G) Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burning-Tree Emissary (R/G)(R/G) Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabaretti Courtyard Land When this land enters, sacrifice it. When you do, search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cinder Glade Land -- Mountain Forest ({T}: Add {R} or {G}.) This land enters tapped unless you control two or more basic lands. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Close Encounter Instant As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile. Close Encounter deals damage equal to the power of the chosen creature or card to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Close Encounter Instant As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile. Close Encounter deals damage equal to the power of the chosen creature or card to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragonmaster Outcast 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 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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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gruul Spellbreaker 1RG Creature -- Ogre Warrior Riot (This creature enters with your choice of a +1/+1 counter or haste.) Trample During your turn, you and this creature have hexproof. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gruul Spellbreaker 1RG Creature -- Ogre Warrior Riot (This creature enters with your choice of a +1/+1 counter or haste.) Trample During your turn, you and this creature have hexproof. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gruul Spellbreaker 1RG Creature -- Ogre Warrior Riot (This creature enters with your choice of a +1/+1 counter or haste.) Trample During your turn, you and this creature have hexproof. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Klothys, God of Destiny 1RG Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent. 4/5 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lumbering Worldwagon (2)(6) Artifact -- Vehicle This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Crew 4 */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumbering Worldwagon (2)(6) Artifact -- Vehicle This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Crew 4 */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumbering Worldwagon (2)(6) Artifact -- Vehicle This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Crew 4 */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Migration Path (3)(6) Sorcery Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Migration Path (3)(6) Sorcery Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. Cycling {2} ({2}, Discard this card: Draw a card.) 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	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Tannuk, Memorial Ensign 1RG Legendary Creature -- Kavu Pilot Landfall -- Whenever a land you control enters, Tannuk deals 1 damage to each opponent. If this is the second time this ability has resolved this turn, draw a card. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Topiary Stomper 1GG Creature -- Plant Dinosaur Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Topiary Stomper 1GG Creature -- Plant Dinosaur Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Topiary Stomper 1GG Creature -- Plant Dinosaur Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Atarka's Command RG Instant Choose two -- * Your opponents can't gain life this turn. * Atarka's Command deals 3 damage to each opponent. * You may put a land card from your hand onto the battlefield. * Creatures you control get +1/+1 and gain reach until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Atarka's Command RG Instant Choose two -- * Your opponents can't gain life this turn. * Atarka's Command deals 3 damage to each opponent. * You may put a land card from your hand onto the battlefield. * Creatures you control get +1/+1 and gain reach until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning-Tree Emissary R/GR/G Creature -- Human Shaman When this creature enters, add {R}{G}. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feral Encounter GG Sorcery Look at the top five cards of your library. You may exile a creature card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card this turn. At the beginning of the next combat phase this turn, target creature you control deals damage equal to its power to up to one target creature you don't control. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Feral Encounter (G)(G) Sorcery Look at the top five cards of your library. You may exile a creature card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card this turn. At the beginning of the next combat phase this turn, target creature you control deals damage equal to its power to up to one target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fry (1)(R) Instant This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fry (1)(R) Instant This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fry (1)(R) Instant This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Klothys, God of Destiny (1)(R)(G) Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Klothys, God of Destiny (1)(R)(G) Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reclamation Sage (2)(G) Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reclamation Sage (2)(G) Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TheMoogy - Pioneer (Peasant Pioneer 3: The Reckoning)

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

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	Thwart the Enemy 26 Instant Prevent all damage that would be dealt this turn by creatures your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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