

Bloomvine Regent ③⑥⑥ Creature -- Dragon Flying Whenever this creature or another Dragon you control enters, you gain 3 life. 4/5 - - - ADVENTURE - - - Claim Territory ②⑥ Sorcery -- Omen Search your library for up to two basic Forest cards, reveal them, put one onto the battlefield tapped and the other into your hand, then shuffle. (Also shuffle this card.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloomvine Regent ③⑥⑥ Creature -- Dragon Flying Whenever this creature or another Dragon you control enters, you gain 3 life. 4/5 - - - ADVENTURE - - - Claim Territory ②⑥ Sorcery -- Omen Search your library for up to two basic Forest cards, reveal them, put one onto the battlefield tapped and the other into your hand, then shuffle. (Also shuffle this card.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bristly Bill, Spine Sower ①⑥ Legendary Creature -- Plant Druid Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature. {3}{G}{G}: Double the number of +1/+1 counters on each creature you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bristly Bill, Spine Sower ①⑥ Legendary Creature -- Plant Druid Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature. {3}{G}{G}: Double the number of +1/+1 counters on each creature you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - VongolaXIX - Standard (David's magic time of the month (JUNE))

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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	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
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Mossborn Hydra26 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 PLAYbotbox.dev	Mossborn Hydra26 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 PLAYbotbox.dev	Mossborn Hydra26 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 PLAYbotbox.dev	Mossborn Hydra26 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 PLAYbotbox.dev

Ordeal of Nylea 1 6 Enchantment -- Aura Enchant creature Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice this Aura. When you sacrifice this Aura, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ordeal of Nylea 1 6 Enchantment -- Aura Enchant creature Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice this Aura. When you sacrifice this Aura, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ordeal of Nylea 1 6 Enchantment -- Aura Enchant creature Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice this Aura. When you sacrifice this Aura, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ordeal of Nylea 1 6 Enchantment -- Aura Enchant creature Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice this Aura. When you sacrifice this Aura, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Overlord of the Hauntwoods 3 6 6 Enchantment Creature -- Avatar Horror Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Hauntwoods 3 6 6 Enchantment Creature -- Avatar Horror Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ride the Shoopuf 1 6 Enchantment Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. {5}{G}{G}: This enchantment becomes a 7/7 Beast creature in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ride the Shoopuf 1 6 Enchantment Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. {5}{G}{G}: This enchantment becomes a 7/7 Beast creature in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sazh's Chocobo 6 Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sazh's Chocobo 6 Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sazh's Chocobo 6 Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sazh's Chocobo 6 Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snakeskin Veil 6 Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil 6 Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil 6 Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil 6 Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Summon: Fenrir 2 6 Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Fenrir 2 6 Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Fenrir 2 6 Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Fenrir 2 6 Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tifa Lockhart 1 6 Legendary Creature -- Human Monk Trample Landfall -- Whenever a land you control enters, double Tifa Lockhart's power until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tifa Lockhart 1 6 Legendary Creature -- Human Monk Trample Landfall -- Whenever a land you control enters, double Tifa Lockhart's power until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tifa Lockhart 1 6 Legendary Creature -- Human Monk Trample Landfall -- Whenever a land you control enters, double Tifa Lockhart's power until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tifa Lockhart 1 6 Legendary Creature -- Human Monk Trample Landfall -- Whenever a land you control enters, double Tifa Lockhart's power until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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X G

Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

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X G

Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

At the beginning of your end step, put a +1/+1 counter on this creature.

Whenever another nontoken creature you control enters, it endures X, where X is the number of counters on this creature. (Put X +1/+1 counters on the creature that entered or create an X/X white Spirit creature token.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

At the beginning of your end step, put a +1/+1 counter on this creature.

Whenever another nontoken creature you control enters, it endures X, where X is the number of counters on this creature. (Put X +1/+1 counters on the creature that entered or create an X/X white Spirit creature token.)

2/2

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3 G G

Trample
Cycling {2}{G} ({2}{G}, Discard this
card: Draw a card.)
When you cycle this card, put two
+1/+1 counters on up to one target
creature or Vehicle. It gains
trample and indestructible until end
of turn.

[sidebar]

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3GG

Trample
Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)
When you cycle this card, put two +1/+1 counters on up to one target creature or Vehicle. It gains trample and indestructible until end of turn.

[sidebar]

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Choose one --

- * Target permanent you control gains hexproof and indestructible until end of turn.
- * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater."

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Choose one --

- * Target permanent you control gains hexproof and indestructible until end of turn.
- * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon Sniper 6 Creature -- Human Archer Reach, vigilance, deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon Sniper 6 Creature -- Human Archer Reach, vigilance, deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon Sniper 6 Creature -- Human Archer Reach, vigilance, deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon Sniper 6 Creature -- Human Archer Reach, vigilance, deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mold Adder 6 Creature -- Fungus Snake Whenever an opponent casts a blue or black spell, you may put a +1/+1 counter on this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mold Adder 6 Creature -- Fungus Snake Whenever an opponent casts a blue or black spell, you may put a +1/+1 counter on this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mold Adder 6 Creature -- Fungus Snake Whenever an opponent casts a blue or black spell, you may put a +1/+1 counter on this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mold Adder 6 Creature -- Fungus Snake Whenever an opponent casts a blue or black spell, you may put a +1/+1 counter on this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Overlord of the Hauntwoods 3GG Enchantment Creature -- Avatar Horror Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Hauntwoods 3GG Enchantment Creature -- Avatar Horror Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warden of the Grove 2G Creature -- Hydra At the beginning of your end step, put a +1/+1 counter on this creature. Whenever another nontoken creature you control enters, it endures X, where X is the number of counters on this creature. (Put X +1/+1 counters on the creature that entered or create an X/X white Spirit creature token.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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