

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Clement, the Worrywort ①⑥⑩ 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 ①⑥⑩ 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

Playtest cards - VictorM - Standard (J & J Gaming Factory Arena League)

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

Clement, the Worrywort ①⑥⑦ 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 ①⑥⑦ 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	Dour Port-Mage ①⑦ Creature -- Frog Wizard Whenever one or more other creatures you control leave the battlefield without dying, draw a card. {1}{U}, {T}: Return another target creature you control to its owner's hand. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dour Port-Mage ①⑦ Creature -- Frog Wizard Whenever one or more other creatures you control leave the battlefield without dying, draw a card. {1}{U}, {T}: Return another target creature you control to its owner's hand. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dreamdew Entrancer ②⑥⑦ 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 PLAY botbox.dev	Dreamdew Entrancer ②⑥⑦ 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 PLAY botbox.dev	Dreamdew Entrancer ②⑥⑦ 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 PLAY botbox.dev	Dreamdew Entrancer ②⑥⑦ 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 PLAY botbox.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	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
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lilypad Village

Land

{T}: Add {C}.
 {T}: Add {U}. Spend this mana only
 to cast a creature spell.
 {U}, {T}: Surveil 2. Activate only
 if a Bird, Frog, Otter, or Rat
 entered the battlefield under your
 control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lilypad Village

Land

{T}: Add {C}.
{T}: Add {U}. Spend this mana only to cast a creature spell.
{U}, {T}: Surveillance 2. Activate only if a Bird, Frog, Otter, or Rat entered the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Creature -- Frog Scout

Ward {1}
Other Frogs you control have ward {1}.

When this creature enters, target creature you control can't be blocked this turn. Whenever that creature deals combat damage this turn, you may exile it. If you do, return it to the battlefield under its owner's control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Frog Warrior

At the beginning of your upkeep, return another creature you control to its owner's hand. If you do, put a +1/+1 counter on this creature. Otherwise, you may return this creature to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Frog Warrior

At the beginning of your upkeep, return another creature you control to its owner's hand. If you do, put a +1/+1 counter on this creature. Otherwise, you may return this creature to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Frog Warrior

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}: Add {G}. Spend this mana only to cast a creature spell.
{G}, {T}: Put a +1/+1 counter on each Frog, Rabbit, Raccoon, or Squirrel you control that entered the battlefield this turn.

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{T}: Add {C}.
{T}: Add {G}. Spend this mana only to cast a creature spell.
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{T}: Add {G}. Spend this mana only
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the battlefield this turn.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(G/U) (G/U)

Creature -- Frog Advisor

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(G/U) (G/U)

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When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(G/U) (G/U)

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, draw a card.

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sheet 5/8 - 8 cards - 2.5 x 3.5 in each

Splash Portal U Sorcery Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Splash Portal U Sorcery Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Splash Portal U Sorcery Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Splash Portal U Sorcery Exile target creature you control, then return it to the battlefield under its owner's control. If that creature is a Bird, Frog, Otter, or Rat, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sunshower Druid G Creature -- Frog Druid When this creature enters, put a +1/+1 counter on target creature and you gain 1 life. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunshower Druid G Creature -- Frog Druid When this creature enters, put a +1/+1 counter on target creature and you gain 1 life. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunshower Druid G Creature -- Frog Druid When this creature enters, put a +1/+1 counter on target creature and you gain 1 life. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunshower Druid G Creature -- Frog Druid When this creature enters, put a +1/+1 counter on target creature and you gain 1 life. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Yavimaya Coast

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

```
{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
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Yavimaya Coast

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