

Alrund's Epiphany 5 U U Sorcery Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany. Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alrund's Epiphany 5 U U Sorcery Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany. Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alrund's Epiphany 5 U U Sorcery Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany. Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alrund's Epiphany 5 U U Sorcery Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany. Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Barkchannel Pathway Land {T}: Add {G}. ----- - - - BACK FACE - - - Tidechannel Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barkchannel Pathway Land {T}: Add {G}. ----- - - - BACK FACE - - - Tidechannel Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barkchannel Pathway Land {T}: Add {G}. ----- - - - BACK FACE - - - Tidechannel Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barkchannel Pathway Land {T}: Add {G}. ----- - - - BACK FACE - - - Tidechannel Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 Stomp (1)(R) Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 Stomp (1)(R) Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 Stomp (1)(R) Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 Stomp (1)(R) Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brazen Borrower (1)(U)(U) Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. 3/1 Petty Theft (1)(U) Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brazen Borrower (1)(U)(U) Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. 3/1 Petty Theft (1)(U) Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brazen Borrower (1)(U)(U) Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. 3/1 Petty Theft (1)(U) Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brazen Borrower (1)(U)(U) Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. 3/1 Petty Theft (1)(U) Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Edgewall Innkeeper ⑥ Creature -- Human Peasant Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Edgewall Innkeeper ⑥ Creature -- Human Peasant Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Edgewall Innkeeper ⑥ Creature -- Human Peasant Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Edgewall Innkeeper ⑥ Creature -- Human Peasant Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. 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	Goldspan Dragon 3RR Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goldspan Dragon 3RR Creature -- Dragon Flying, haste Whenever this creature attacks or becomes the target of a spell, create a Treasure token. Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Kazandu Mammoth 1 G G Creature -- Elephant Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kazandu Mammoth 1 G G Creature -- Elephant Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kazandu Mammoth 1 G G Creature -- Elephant Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kazandu Mammoth 1 G G Creature -- Elephant Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Kazandu Valley Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kazandu Valley Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kazandu Valley Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kazandu Valley Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land -- Forest Island Mountain

(**{T}**: Add **{G}**, **{U}**, or **{R}**.)
This land enters tapped.
Cycling **{3}** (**{3}**, Discard this card:
Draw a card.)

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Cycling **{3}** (**{3}**, Discard this card:
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 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Beast Noble

This creature can't attack unless you control a 1/1 creature.

5/5

- - - ADVENTURE - - -

Sorcery - - Adventure

Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.)

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Sorcery -- Adventure

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spikefield Hazard Instant Spikefield Hazard deals 1 damage to each target. If a permanent dealt damage this way would die this turn, exile it instead. BACK FACE Spikefield Cave Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Great Henge 7GG Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. {T}: Add {G}{G}. You gain 2 life. Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Great Henge 7GG Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. {T}: Add {G}{G}. You gain 2 life. Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Great Henge 7GG Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. {T}: Add {G}{G}. You gain 2 life. Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Crush the Weak Sorcery Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. Foretell {R} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - felider - Standard (Standard 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 8/10 - 8 cards - 2.5 x 3.5 in each

Obosh, the Preypiercer (3)(6/R)(6/R) Legendary Creature -- Hellion Horror Companion -- Your starting deck contains only cards with odd mana values and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) If a source you control with an odd mana value would deal damage to a permanent or player, it deals double that damage to that permanent or player instead. [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ox of Agonas (3)(R)(R) Creature -- 0x When this creature enters, discard your hand, then draw three cards. Escape--(R){R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ox of Agonas (3)(R)(R) Creature -- 0x When this creature enters, discard your hand, then draw three cards. Escape--(R){R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Redcap Melee (R) Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Redcap Melee (R) Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadowspear (1) Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadowspear (1) Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} [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

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

Soul Sear 2 R Instant Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul Sear 2 R Instant Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stern Dismissal U Instant Return target creature or enchantment an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - felider - Standard (Standard League)

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each