

Blighted Steppe Land {T}: Add {C}. {3}{W}, {T}, Sacrifice this land: You gain 2 life for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blighted Steppe Land {T}: Add {C}. {3}{W}, {T}, Sacrifice this land: You gain 2 life for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blighted Woodland Land {T}: Add {C}. {3}{G}, {T}, Sacrifice this land: 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	Blighted Woodland Land {T}: Add {C}. {3}{G}, {T}, Sacrifice this land: 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
Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Vigilance (Attacking doesn't cause this creature to tap.)

Renown 2 (When this creature deals combat damage to a player, if it isn't renowned, put two +1/+1 counters on it and it becomes renowned.)

2/3

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①GW

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2/3

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2 W W

As this enchantment enters, choose Khans or Dragons.

- * Khans -- At the beginning of combat on your turn, put two +1/+1 counters on target creature you control.
- * Dragons -- At the beginning of combat on each opponent's turn, tap target creature that player controls.

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② W W

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* Dragons -- At the beginning of combat on each opponent's turn, tap target creature that player controls.

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(X)

This creature enters with X +1/+1 counters on it.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

☒ X

This creature enters with X +1/+1 counters on it.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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sheet 2/8 - 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.

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
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	Gleam of Authority Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each +1/+1 counter on other creatures you control. Enchanted creature has vigilance and "{W}, {T}: Bolster 1." (To bolster 1, choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleam of Authority Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 for each +1/+1 counter on other creatures you control. Enchanted creature has vigilance and "{W}, {T}: Bolster 1." (To bolster 1, choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hangarback Walker X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hardened Scales G Enchantment If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hardened Scales G Enchantment If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hardened Scales G Enchantment If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Helm of the Gods 1 Artifact -- Equipment Equipped creature gets +1/+1 for each enchantment you control. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Helm of the Gods 1 Artifact -- Equipment Equipped creature gets +1/+1 for each enchantment you control. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Managorger Hydra 2G Creature -- Hydra Trample Whenever a player casts a spell, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Managorger Hydra 2G Creature -- Hydra Trample Whenever a player casts a spell, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Gmtek135 - Standard (Standard Daily Swiss)

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sheet 4/8 - 8 cards - 2.5 x 3.5 in each

Managorger Hydra 2 6 Creature -- Hydra Trample Whenever a player casts a spell, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Relic Seeker 1 W Creature -- Human Soldier Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.) When this creature becomes renowned, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic Seeker 1 W Creature -- Human Soldier Renown 1 (When this creature deals combat damage to a player, if it isn't renowned, put a +1/+1 counter on it and it becomes renowned.) When this creature becomes renowned, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rogue's Passage Land {T}: Add {C}. {4}, {T}: Target creature can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silkwrap 1 W Enchantment When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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① W W

Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Equipped creature gets +1/+1.
Whenever equipped creature attacks,
you may search your library for a
basic land card, put it onto the
battlefield tapped, then shuffle.
Equip {2}

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①GG

If damage would be dealt to this creature while it has a +1/+1 counter on it, prevent that damage and remove a +1/+1 counter from this creature.

Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.

2/2

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2/2

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Ⓒ

{1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3.

{2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink.

{3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it.

1/1

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Warden of the First Tree ⑥ Creature -- Human {1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3. {2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink. {3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warden of the First Tree ⑥ Creature -- Human {1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3. {2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink. {3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warden of the First Tree ⑥ Creature -- Human {1}{W/B}: This creature becomes a Human Warrior with base power and toughness 3/3. {2}{W/B}{W/B}: If this creature is a Warrior, it becomes a Human Spirit Warrior with trample and lifelink. {3}{W/B}{W/B}{W/B}: If this creature is a Spirit, put five +1/+1 counters on it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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