

Avatar of the Resolute ⑥⑥ Creature -- Avatar Reach, trample This creature enters with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar of the Resolute ⑥⑥ Creature -- Avatar Reach, trample This creature enters with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avatar of the Resolute ⑥⑥ Creature -- Avatar Reach, trample This creature enters with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it. 3/2 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Den Protector ①⑥ Creature -- Human Warrior Creatures with power less than this creature's power can't block it. Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, return target card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel ①U Instant Counter target instant spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Frontier Bivouac Land This land enters tapped. {T}: Add {G}, {U}, or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frontier Bivouac Land This land enters tapped. {T}: Add {G}, {U}, or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frontier Bivouac Land This land enters tapped. {T}: Add {G}, {U}, or {R}. 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	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	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	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	Hooded Hydra X G G Creature -- Snake Hydra This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 green Snake creature token for each +1/+1 counter on it. Morph {3}{G}{G} As this creature is turned face up, put five +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

X G G

This creature enters with X +1/+1 counters on it.
When this creature dies, create a 1/1 green Snake creature token for each +1/+1 counter on it.
Morph {3}{G}{G}
As this creature is turned face up, put five +1/+1 counters on it.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lumbering Falls

Land

This land enters tapped.
 [T]: Add {G} or {U}.
 {2}{G}{U}: Until end of turn, this land becomes a 3/3 green and blue Elemental creature with hexproof.
 It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lumbering Falls

Land

This land enters tapped.
 {T}: Add {G} or {U}.
 {2}{G}{U}: Until end of turn, this land becomes a 3/3 green and blue Elemental creature with hexproof.
 It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Servant of the Scale

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it.
When this creature dies, put X +1/+1 counters on target creature you control, where X is the number of +1/+1 counters on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Servant of the Scale (G)

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it.
When this creature dies, put X +1/+1 counters on target creature you control, where X is the number of +1/+1 counters on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Servant of the Scale (G)

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it.
When this creature dies, put X +1/+1 counters on target creature you control, where X is the number of +1/+1 counters on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shaman of the Great Hunt (3R)

Creature -- Orc Shaman

Haste
Whenever a creature you control deals combat damage to a player, put a +1/+1 counter on it.
Ferocious -- {2}{G/U}{G/U}: Draw a card for each creature you control with power 4 or greater.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shaman of the Great Hunt (3)(R)

Creature -- Orc Shaman

Haste
Whenever a creature you control deals combat damage to a player, put a +1/+1 counter on it.
Ferocious -- {2}{G/U}{G/U}: Draw a card for each creature you control with power 4 or greater.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyrider Elf Creature -- Elf Warrior Ally Flying Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skyrider Elf Creature -- Elf Warrior Ally Flying Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyrider Elf Creature -- Elf Warrior Ally Flying Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyrider Elf Creature -- Elf Warrior Ally Flying Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stratus Dancer Creature -- Djinn Monk Flying Megamorph {1}{U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, counter target instant or sorcery spell. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temur Charm Instant Choose one -- * Target creature you control gets +1/+1 until end of turn. It fights target creature you don't control. * Counter target spell unless its controller pays {3}. * Creatures with power 3 or less can't block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temur Charm Instant Choose one -- * Target creature you control gets +1/+1 until end of turn. It fights target creature you don't control. * Counter target spell unless its controller pays {3}. * Creatures with power 3 or less can't block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temur Charm Instant Choose one -- * Target creature you control gets +1/+1 until end of turn. It fights target creature you don't control. * Counter target spell unless its controller pays {3}. * Creatures with power 3 or less can't block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trap Essence Instant Counter target creature spell. Put two +1/+1 counters on up to one target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Trap Essence Instant Counter target creature spell. Put two +1/+1 counters on up to one target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undergrowth Champion Creature -- Elemental 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undergrowth Champion Creature -- Elemental 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undergrowth Champion Creature -- Elemental 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Camarion - Standard (Standard Daily Swiss)

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 7/10 - 8 cards - 2.5 x 3.5 in each

Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ainok Survivalist1G Creature -- Dog Shaman Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, destroy target artifact or enchantment an opponent controls. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ainok Survivalist1G Creature -- Dog Shaman Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, destroy target artifact or enchantment an opponent controls. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Den Protector1G Creature -- Human Warrior Creatures with power less than this creature's power can't block it. Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, return target card from your graveyard to your hand. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragonmaster OutcastR 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Inspiring Call 2 G Instant Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mizzium Meddler 2 U Creature -- Vedalken Wizard Flash (You may cast this spell any time you could cast an instant.) When this creature enters, you may change a target of target spell or ability to this creature. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Radiant Flames 2 R Sorcery Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Radiant Flames 2 R Sorcery Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Roast 1 R Sorcery Roast deals 5 damage to target creature without flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roast 1 R Sorcery Roast deals 5 damage to target creature without flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roast 1 R Sorcery Roast deals 5 damage to target creature without flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scab-Clan Berserker 1 R R Creature -- Human Berserker Haste 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.) Whenever an opponent casts a noncreature spell, if this creature is renowned, this creature deals 2 damage to that player. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scatter to the Winds 1UU Instant Counter target spell. Awaken 3--{4}{U}{U} (If you cast this spell for {4}{U}{U}, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stratus Dancer 1U Creature -- Djinn Monk Flying Megamorph {1}{U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, counter target instant or sorcery spell. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stratus Dancer 1U Creature -- Djinn Monk Flying Megamorph {1}{U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, counter target instant or sorcery spell. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	