

<p>Ancient Cornucopia (2)(G)</p> <p>Artifact</p> <p>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn.</p> <p>{T}: Add one mana of any color.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ancient Cornucopia (2)(G)</p> <p>Artifact</p> <p>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn.</p> <p>{T}: Add one mana of any color.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Archangel of Wrath (2)(W)(W)</p> <p>Creature -- Angel</p> <p>Kicker {B} and/or {R} (You may pay an additional {B} and/or {R} as you cast this spell.)</p> <p>Flying, lifelink</p> <p>When this creature enters, if it was kicked, it deals 2 damage to any target.</p> <p>When this creature enters, if it was kicked twice, it deals 2 damage to any target.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Archangel of Wrath (2)(W)(W)</p> <p>Creature -- Angel</p> <p>Kicker {B} and/or {R} (You may pay an additional {B} and/or {R} as you cast this spell.)</p> <p>Flying, lifelink</p> <p>When this creature enters, if it was kicked, it deals 2 damage to any target.</p> <p>When this creature enters, if it was kicked twice, it deals 2 damage to any target.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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<div> <div>Herd Migration</div> <div> <div>6</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Domain -- Create a 3/3 green Beast creature token for each basic land type among lands you control. {1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Herd Migration</div> <div> <div>6</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Domain -- Create a 3/3 green Beast creature token for each basic land type among lands you control. {1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Herd Migration</div> <div> <div>6</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Domain -- Create a 3/3 green Beast creature token for each basic land type among lands you control. {1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Herd Migration</div> <div> <div>6</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Domain -- Create a 3/3 green Beast creature token for each basic land type among lands you control. {1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 3 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Imodane's Recruiter</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Creature -- Human Knight</div> <div> <p>When this creature enters, creatures you control get +1/+0 and gain haste until end of turn.</p> </div> <div> <div>2/2</div> </div> <div> <div>----- ADVENTURE -----</div> </div> <div> <div>Train Troops</div> <div> <div>4</div> <div>W</div> </div> </div> <div>Sorcery -- Adventure</div> <div> <p>Create two 2/2 white Knight creature tokens with vigilance. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Island</div> </div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Jetmir's Garden</div> </div> <div>Land -- Mountain Forest Plains</div> <div> <p>{T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Jetmir's Garden</div> </div> <div>Land -- Mountain Forest Plains</div> <div> <p>{T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - _ruda_ - Standard (Standard Challenge 32)

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 3/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>{T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>{T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>{T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>{T}: Add {G}, {W}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Land -- Forest Plains Island

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3 W W

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Basic Land -- Swamp

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2 W W

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Topiary Stomper ①⑥⑥ Creature -- Plant Dinosaur Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands. <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Topiary Stomper ①⑥⑥ Creature -- Plant Dinosaur Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands. <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Topiary Stomper ①⑥⑥ Creature -- Plant Dinosaur Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands. <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Topiary Stomper ①⑥⑥ Creature -- Plant Dinosaur Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. This creature can't attack or block unless you control seven or more lands. <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Up the Beanstalk ①⑥ Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Jace, the Perfected Mind 2UUP</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Until your next turn, up to one target creature gets -3/-0. [-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card. [-X]: Target player mills three times X cards.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jace, the Perfected Mind 2UUP</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Until your next turn, up to one target creature gets -3/-0. [-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card. [-X]: Target player mills three times X cards.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Long Goodbye 1B</div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Long Goodbye 1B</div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Tranquil Frillback 2G </div> <div> Creature -- Dinosaur </div> <div> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</p> <ul style="list-style-type: none"> * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Tranquil Frillback 2G </div> <div> Creature -- Dinosaur </div> <div> <p>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</p> <ul style="list-style-type: none"> * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. </div> <div> [sideboard] </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Vampires' Vengeance 2R </div> <div> Instant </div> <div> <p>Vampires' Vengeance deals 2 damage to each non-Vampire creature. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</p> </div> <div> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	
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