

① R

Choose one --

- \* Destroy target artifact.

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⑥

When this creature leaves the battlefield, draw a card, then you may put a permanent card with mana value less than or equal to the number of lands you control from your hand onto the battlefield tapped.

Warp {4} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

7/5

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7/5

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7/5

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This land enters tapped unless you control two or fewer other lands.  
{T}: Add {G} or {U}.

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U

Return target creature or Vehicle to its owner's hand.

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <p><b>Breeding Pool</b></p> <p>Land -- Forest Island</p> <p>(<b>{T}</b>): Add <b>{G}</b> or <b>{U}</b>.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                       | <p><b>Breeding Pool</b></p> <p>Land -- Forest Island</p> <p>(<b>{T}</b>): Add <b>{G}</b> or <b>{U}</b>.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                       | <p><b>Breeding Pool</b></p> <p>Land -- Forest Island</p> <p>(<b>{T}</b>): Add <b>{G}</b> or <b>{U}</b>.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                       | <p><b>Cactusfolk Sureshot</b> (2)(R)(G)</p> <p>Creature -- Plant Mercenary</p> <p>Reach<br/> Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/> At the beginning of combat on your turn, other creatures you control with power 4 or greater gain trample and haste until end of turn.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                     |
| <p><b>Cactusfolk Sureshot</b> (2)(R)(G)</p> <p>Creature -- Plant Mercenary</p> <p>Reach<br/> Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/> At the beginning of combat on your turn, other creatures you control with power 4 or greater gain trample and haste until end of turn.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Devastating Onslaught</b> (X)(X)(R)</p> <p>Sorcery</p> <p>Create X tokens that are copies of target artifact or creature you control. Those tokens gain haste until end of turn. Sacrifice them at the beginning of the next end step.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Devastating Onslaught</b> (X)(X)(R)</p> <p>Sorcery</p> <p>Create X tokens that are copies of target artifact or creature you control. Those tokens gain haste until end of turn. Sacrifice them at the beginning of the next end step.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Dragonhawk, Fate's Tempest</b> (3)(R)(R)</p> <p>Legendary Creature -- Bird Dragon</p> <p>Flying<br/> Whenever Dragonhawk enters or attacks, exile the top X cards of your library, where X is the number of creatures you control with power 4 or greater. You may play those cards until your next end step. At the beginning of your next end step, Dragonhawk deals 2 damage to each opponent for each of those cards that are still exiled.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div> <div>Dragonhawk, Fate's Tempest</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div> <div> <div>5/5</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Dragonhawk, Fate's Tempest</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div> <div> <div>5/5</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Esper Origins</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div> <div> <div>4/4</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Esper Origins</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div> <div> <div>4/4</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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## Forest

Basic Land -- Forest

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

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## Island

Basic Land -- Island

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

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## Llanowar Elves

Creature -- Elf Druid

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

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**Lumbering Worldwagon** (2)(G)

Artifact -- Vehicle

This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Crew 4

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**Lumbering Worldwagon** ②⑥

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| <b>Lumbering Worldwagon</b> ②⑥<br>Artifact -- Vehicle<br><br>This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br>Crew 4<br><br><div>* / 4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Lumbering Worldwagon</b> ②⑥<br>Artifact -- Vehicle<br><br>This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br>Crew 4<br><br><div>* / 4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mistrise Village</b><br>Land<br><br>This land enters tapped unless you control a Mountain or a Forest.<br>{T}: Add {U}.<br>{U}, {T}: The next spell you cast this turn can't be countered.<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                    | <b>Mountain</b><br>Basic Land -- Mountain<br><br>({T}: Add {R}.)<br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                         |
| <b>Mountain</b><br>Basic Land -- Mountain<br><br>({T}: Add {R}.)<br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                       | <b>Mountain</b><br>Basic Land -- Mountain<br><br>({T}: Add {R}.)<br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                       | <b>Outcaster Trailblazer</b> ②⑥<br>Creature -- Human Druid<br><br>When this creature enters, add one mana of any color.<br>Whenever another creature you control with power 4 or greater enters, draw a card.<br>Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)<br><br><br><div>4 / 2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Outcaster Trailblazer</b> ②⑥<br>Creature -- Human Druid<br><br>When this creature enters, add one mana of any color.<br>Whenever another creature you control with power 4 or greater enters, draw a card.<br>Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)<br><br><br><div>4 / 2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

## Outcaster Trailblazer (2)(G)

Creature -- Human Druid

When this creature enters, add one mana of any color.

Whenever another creature you control with power 4 or greater enters, draw a card.

Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

4/2

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4/2

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## Roaming Throne ④

Artifact Creature -- Golem

Ward {2}  
As this creature enters, choose a creature type.  
This creature is the chosen type in addition to its other types.  
If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time.

4/4

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## Roaming Throne (4)

Artifact Creature -- Golem

Ward {2}  
As this creature enters, choose a creature type.  
This creature is the chosen type in addition to its other types.  
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4/4

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4/4

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4/4

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## Starting Town

Land - - Town

This land enters tapped unless it's your first, second, or third turn of the game.

{T}: Add {C}.

{T}, Pay 1 life: Add one mana of any color.

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Land - - Town

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{T}: Add {C}.

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| <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>{T}: Add {R} or {G}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>{T}: Add {R} or {G}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        |
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①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

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$\textcircled{X} \textcircled{U}$

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| <div> <div>Torch the Tower</div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Torch the Tower</div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Ugin, Eye of the Storms</div> <div>Legendary Planeswalker -- Ugin</div> <div> <p>When you cast this spell, exile up to one target permanent that's one or more colors.</p> <p>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.</p> <p>[+2]: You gain 3 life and draw a card.</p> <p>[0]: Add {C}{C}{C}.</p> <p>[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.</p> </div> <div>[sideboard]</div> <div> <div>L 7</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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Playtest cards - Ocaroca - 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 10/10 - 3 cards - 2.5 x 3.5 in each