

Basking Rootwalla 6 Creature -- Lizard {1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Basking Rootwalla 6 Creature -- Lizard {1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Basking Rootwalla 6 Creature -- Lizard {1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Basking Rootwalla 6 Creature -- Lizard {1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bayou Land -- Swamp Forest {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bazaar of Baghdad Land {T}: Draw two cards, then discard three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bazaar of Baghdad Land {T}: Draw two cards, then discard three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bazaar of Baghdad Land {T}: Draw two cards, then discard three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

{T}: Draw two cards, then discard three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

{T}, Sacrifice this artifact: Add three mana of any one color.

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Creature -- Lizard

{R}: This creature gets +2/+0 until end of turn. Activate only once each turn.

Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

1/1

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1/1

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Artifact

This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Ouphe

Activated abilities of artifacts
can't be activated.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collector Ouphe 1 G Creature -- Ouphe Activated abilities of artifacts can't be activated. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commercial District Land -- Mountain Forest ({T}: Add {R} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deathrite Shaman B/G Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detective's Phoenix 2 R Enchantment Creature -- Phoenix Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Disciple of Freyalise 3 G G G Creature -- Elf Druid When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power. 3/3 ----- BACK FACE ----- Garden of Freyalise Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Spirit Guide 2 G Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance 1 G G Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - acydcytryk - Vintage v3 Group 6C65A2 (Basking Rootwalla, Vengevine) (Vint
sheet 3/10 - 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.

Frenzied Baloth 66 Creature -- Beast This spell can't be countered. Trample, haste Creature spells you control can't be countered. Combat damage can't be prevented. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaea's Cradle Legendary Land {T}: Add {G} for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaea's Cradle Legendary Land {T}: Add {G} for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hollow One 5 Artifact Creature -- Golem This spell costs {2} less to cast for each card you've cycled or discarded this turn. Cycling {2} ({2}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Ignoble Hierarchy Ⓞ Creature -- Goblin Shaman Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {B}, {R}, or {G}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ignoble Hierarchy Ⓞ Creature -- Goblin Shaman Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {B}, {R}, or {G}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen-Eyed Curator ⓄⓄ Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mox Emerald Ⓞ Artifact {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Ruby Ⓞ Artifact {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squee, Goblin Nabob ②Ⓜ Legendary Creature -- Goblin At the beginning of your upkeep, you may return this card from your graveyard to your hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survival of the Fittest 16 Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Survival of the Fittest 16 Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Survival of the Fittest 16 Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Survival of the Fittest 16 Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Taiga Land -- Mountain Forest {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Taiga Land -- Mountain Forest {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vengevine 266 Creature -- Elemental Haste Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vengevine 266 Creature -- Elemental Haste Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vengevine 2GG Creature -- Elemental Haste Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vengevine 2GG Creature -- Elemental Haste Whenever you cast a spell, if it's the second creature spell you cast this turn, you may return this card from your graveyard to the battlefield. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vibrance 3RGR Creature -- Elemental Incarnation When this creature enters, if {R}{R} was spent to cast it, this creature deals 3 damage to any target. When this creature enters, if {G}{G} was spent to cast it, search your library for a land card, reveal it, put it into your hand, then shuffle. You gain 2 life. Evoke {R/G}{R/G} 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Vibrance 3RGR Creature -- Elemental Incarnation When this creature enters, if {R}{R} was spent to cast it, this creature deals 3 damage to any target. When this creature enters, if {G}{G} was spent to cast it, search your library for a land card, reveal it, put it into your hand, then shuffle. You gain 2 life. Evoke {R/G}{R/G} 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vibrance 3RGR Creature -- Elemental Incarnation When this creature enters, if {R}{R} was spent to cast it, this creature deals 3 damage to any target. When this creature enters, if {G}{G} was spent to cast it, search your library for a land card, reveal it, put it into your hand, then shuffle. You gain 2 life. Evoke {R/G}{R/G} 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vibrance 3RGR Creature -- Elemental Incarnation When this creature enters, if {R}{R} was spent to cast it, this creature deals 3 damage to any target. When this creature enters, if {G}{G} was spent to cast it, search your library for a land card, reveal it, put it into your hand, then shuffle. You gain 2 life. Evoke {R/G}{R/G} 4/4 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

Wistfulness 3 6/U 6/U Creature -- Elemental Incarnation When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls. When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card. Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Yavimaya, Cradle of Growth Legendary Land Each land is a Forest in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya, Cradle of Growth Legendary Land Each land is a Forest in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collector Ouphe 1 G Creature -- Ouphe Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Vigor 2GG Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Vigor 2GG Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Vigor 2GG Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Vigor 2GG Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mindbreak Trap 2UU Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mindbreak Trap 2UU Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ravenous Trap 2BB Instant -- Trap If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost. Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Tabernacle at Pendrell Vale Legendary Land All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unchained Berserker 1 R Creature -- Human Berserker Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.) This creature gets +2/+0 as long as it's attacking. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unchained Berserker 1 R Creature -- Human Berserker Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.) This creature gets +2/+0 as long as it's attacking. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	