

Barkhide Troll G G Creature -- Troll This creature enters with a +1/+1 counter on it. {1}, Remove a +1/+1 counter from this creature: This creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barkhide Troll G G Creature -- Troll This creature enters with a +1/+1 counter on it. {1}, Remove a +1/+1 counter from this creature: This creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barkhide Troll G G Creature -- Troll This creature enters with a +1/+1 counter on it. {1}, Remove a +1/+1 counter from this creature: This creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barkhide Troll G G Creature -- Troll This creature enters with a +1/+1 counter on it. {1}, Remove a +1/+1 counter from this creature: This creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bonders' Enclave Land {T}: Add {C}. {3}, {T}: Draw a card. Activate only if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonders' Enclave Land {T}: Add {C}. {3}, {T}: Draw a card. Activate only if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Castle Garenbrig Land This land enters tapped unless you control a Forest. {T}: Add {G}. {2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Castle Garenbrig Land This land enters tapped unless you control a Forest. {T}: Add {G}. {2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - LukasDusek - Standard (Standard Challenge)

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 1/10 - 8 cards - 2.5 x 3.5 in each

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Garruk's Harbinger 1GG Creature -- Beast Hexproof from black Whenever this creature deals combat damage to a player or planeswalker, look at that many cards from the top of your library. You may reveal a creature card or Garruk planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garruk's Harbinger 1GG Creature -- Beast Hexproof from black Whenever this creature deals combat damage to a player or planeswalker, look at that many cards from the top of your library. You may reveal a creature card or Garruk planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garruk's Harbinger 1GG Creature -- Beast Hexproof from black Whenever this creature deals combat damage to a player or planeswalker, look at that many cards from the top of your library. You may reveal a creature card or Garruk planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garruk's Harbinger 1GG Creature -- Beast Hexproof from black Whenever this creature deals combat damage to a player or planeswalker, look at that many cards from the top of your library. You may reveal a creature card or Garruk planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Garruk, Unleashed (2)(G)(G) Legendary Planeswalker -- Garruk [+1]: Up to one target creature gets +3/+3 and gains trample until end of turn. [-2]: Create a 3/3 green Beast creature token. Then if an opponent controls more creatures than you, put a loyalty counter on Garruk. [-7]: You get an emblem with "At the beginning of your end step, you may search your library for a creature card, put it onto the battlefield, then shuffle." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Garruk, Unleashed (2)(G)(G) Legendary Planeswalker -- Garruk [+1]: Up to one target creature gets +3/+3 and gains trample until end of turn. [-2]: Create a 3/3 green Beast creature token. Then if an opponent controls more creatures than you, put a loyalty counter on Garruk. [-7]: You get an emblem with "At the beginning of your end step, you may search your library for a creature card, put it onto the battlefield, then shuffle." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gemrazer (3)(G) Creature -- Beast Mutate {1}{G}{G} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Reach, trample Whenever this creature mutates, destroy target artifact or enchantment an opponent controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gemrazer (3)(G) Creature -- Beast Mutate {1}{G}{G} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Reach, trample Whenever this creature mutates, destroy target artifact or enchantment an opponent controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pelt Collector (G) Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pelt Collector (G) Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pelt Collector (G) Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pelt Collector (G) Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primal Might X G Sorcery Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Primal Might X G Sorcery Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Primal Might X G Sorcery Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Primal Might X G Sorcery Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Questing Beast 2 G G Legendary Creature -- Beast Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented. Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Questing Beast 2 G G Legendary Creature -- Beast Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented. Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Questing Beast 2 G G Legendary Creature -- Beast Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented. Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Questing Beast 2 G G Legendary Creature -- Beast Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented. Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scavenging Ooze 16 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenging Ooze 16 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenging Ooze 16 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenging Ooze 16 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stonecoil Serpent X Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stonecoil Serpent X Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stonecoil Serpent X Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stonecoil Serpent X Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Great Henge 7GG Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. {T}: Add {G}{G}. You gain 2 life. Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Great Henge 7GG Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. {T}: Add {G}{G}. You gain 2 life. Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien, Arkbow Ranger 1GGG Legendary Planeswalker -- Vivien [+1]: Distribute two +1/+1 counters among up to two target creatures. They gain trample until end of turn. [-3]: Target creature you control deals damage equal to its power to target creature or planeswalker. [-5]: You may reveal a creature card you own from outside the game and put it into your hand. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien, Arkbow Ranger 1GGG Legendary Planeswalker -- Vivien [+1]: Distribute two +1/+1 counters among up to two target creatures. They gain trample until end of turn. [-3]: Target creature you control deals damage equal to its power to target creature or planeswalker. [-5]: You may reveal a creature card you own from outside the game and put it into your hand. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gemrazer 3G Creature -- Beast Mutate {1}{G}{G} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Reach, trample Whenever this creature mutates, destroy target artifact or enchantment an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gemrazer 3G Creature -- Beast Mutate {1}{G}{G} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Reach, trample Whenever this creature mutates, destroy target artifact or enchantment an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heroic Intervention 1G Instant Permanents you control gain hexproof and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heroic Intervention 1G Instant Permanents you control gain hexproof and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

Ram Through 1 6 Instant Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shifting Ceratops 2 6 6 Creature -- Dinosaur This spell can't be countered. Protection from blue (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything blue.) {G}: This creature gains your choice of reach, trample, or haste until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shifting Ceratops 2 6 6 Creature -- Dinosaur This spell can't be countered. Protection from blue (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything blue.) {G}: This creature gains your choice of reach, trample, or haste until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	