

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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Feasting Troll King 2GGGG Creature -- Troll Noble Vigilance, trample When this creature enters, if you cast it from your hand, create three Food tokens. (They're artifacts with "{2}, {T}", Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return this card from your graveyard to the battlefield. Activate only during your turn. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feasting Troll King 2GGGG Creature -- Troll Noble Vigilance, trample When this creature enters, if you cast it from your hand, create three Food tokens. (They're artifacts with "{2}, {T}", Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return this card from your graveyard to the battlefield. Activate only during your turn. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feasting Troll King 2GGGG Creature -- Troll Noble Vigilance, trample When this creature enters, if you cast it from your hand, create three Food tokens. (They're artifacts with "{2}, {T}", Sacrifice this token: You gain 3 life.") Sacrifice three Foods: Return this card from your graveyard to the battlefield. Activate only during your turn. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Kazandu Mammoth 1 G G Creature -- Elephant Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 3/3 BACK FACE Kazandu Valley Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kazandu Mammoth 1 G G Creature -- Elephant Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 3/3 BACK FACE Kazandu Valley Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kogla, the Titan Ape 3 G G G Legendary Creature -- Ape When Kogla enters, it fights up to one target creature you don't control. Whenever Kogla attacks, destroy target artifact or enchantment defending player controls. {1}{G}: Return target Human you control to its owner's hand. Kogla gains indestructible until end of turn. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kogla, the Titan Ape 3 G G G Legendary Creature -- Ape When Kogla enters, it fights up to one target creature you don't control. Whenever Kogla attacks, destroy target artifact or enchantment defending player controls. {1}{G}: Return target Human you control to its owner's hand. Kogla gains indestructible until end of turn. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lovestruck Beast 2 G Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ADVENTURE Heart's Desire G Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lovestruck Beast 2 G Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ADVENTURE Heart's Desire G Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lovestruck Beast 2 G Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ADVENTURE Heart's Desire G Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lovestruck Beast 2 G Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ADVENTURE Heart's Desire G Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - xf13rc3byerly - 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 5/10 - 8 cards - 2.5 x 3.5 in each

Playtest cards - xf13rc3byerly - Standard (Standard Challenge) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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1 G G

{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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When this enchantment enters, create
a Food token. (It's an artifact with
"{2}, {T}, Sacrifice this token: You
gain 3 life.")
```

Whenever you sacrifice a Food, you may pay {1}. If you do, look at the top two cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

```
When this enchantment enters, create
a Food token. (It's an artifact with
"{2}, {T}, Sacrifice this token: You
gain 3 life.")
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Whenever you sacrifice a Food, you may pay {1}. If you do, look at the top two cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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When this enchantment enters, create
a Food token. (It's an artifact with
"{2}, {T}, Sacrifice this token: You
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Whenever you sacrifice a Food, you may pay {1}. If you do, look at the top two cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this enchantment enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

Whenever you sacrifice a Food, you may pay {1}. If you do, look at the top two cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

You may look at the top card of your library any time.

You may cast creature spells from the top of your library.

[+1]: Create a 3/3 green Beast creature token. Put your choice of a reach counter, a vigilance counter, or a trample counter on it.

[-2]: When you next cast a creature spell this turn, search your library for a creature card with lesser mana value, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

When this creature enters, it fights up to one target creature you don't control.

Sacrifice a Food: Put a +1/+1 counter on this creature. It gains indestructible until end of turn. Tap it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

When this creature enters, it fights up to one target creature you don't control.

Sacrifice a Food: Put a +1/+1 counter on this creature. It gains indestructible until end of turn. Tap it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

Wicked Wolf 2GG Creature -- Wolf When this creature enters, it fights up to one target creature you don't control. Sacrifice a Food: Put a +1/+1 counter on this creature. It gains indestructible until end of turn. Tap it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wicked Wolf 2GG Creature -- Wolf When this creature enters, it fights up to one target creature you don't control. Sacrifice a Food: Put a +1/+1 counter on this creature. It gains indestructible until end of turn. Tap it. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch's Oven 1 Artifact {T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch's Oven 1 Artifact {T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chainweb Aracnir G Creature -- Spider Reach When this creature enters, it deals damage equal to its power to target creature with flying an opponent controls. Escape--{3}{G}{G}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with three +1/+1 counters on it. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chainweb Aracnir G Creature -- Spider Reach When this creature enters, it deals damage equal to its power to target creature with flying an opponent controls. Escape--{3}{G}{G}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with three +1/+1 counters on it. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chainweb Aracnir G Creature -- Spider Reach When this creature enters, it deals damage equal to its power to target creature with flying an opponent controls. Escape--{3}{G}{G}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with three +1/+1 counters on it. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Garruk, Unleashed 2GG 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." [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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." [sideboard] 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." [sideboard] L 4 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.) [sideboard] 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scavenging Ooze (1)(G) 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenging Ooze (1)(G) 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorcerous Spyglass (2) Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrashing Brontodon (1)(G)(G) Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - xf13rc3byerly - Standard (Standard Challenge)

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Ugin, the Spirit Dragon ⑧

Legendary Planeswalker -- Ugin

[+2]: Ugin deals 3 damage to any target.
[-X]: Exile each permanent with mana value X or less that's one or more colors.
[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.

[sideboard]

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vivien, Monsters' Advocate ③⑥⑥

Legendary Planeswalker -- Vivien

You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
[+1]: Create a 3/3 green Beast creature token. Put your choice of a reach counter, a vigilance counter, or a trample counter on it.
[-2]: When you next cast a creature spell this turn, search your library for a creature card with lesser mana value, put it onto the battlefield, then shuffle.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wilt ①⑥

Instant

Destroy target artifact or enchantment.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - xf13rc3byerly - Standard (Standard Challenge)

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