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| <div><div><b>Bonders' Enclave</b></div><div>Land</div><div><p>{T}: Add {C}.</p><p>{3}, {T}: Draw a card. Activate only if you control a creature with power 4 or greater.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                  | <div><div><b>Bonders' Enclave</b></div><div>Land</div><div><p>{T}: Add {C}.</p><p>{3}, {T}: Draw a card. Activate only if you control a creature with power 4 or greater.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                  | <div><div><b>Castle Garenbrig</b></div><div>Land</div><div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Castle Garenbrig</b></div><div>Land</div><div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><b>Castle Garenbrig</b></div><div>Land</div><div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Castle Garenbrig</b></div><div>Land</div><div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Crawling Barrens</b></div><div>Land</div><div><p>{T}: Add {C}.</p><p>{4}: Put two +1/+1 counters on this land. Then you may have it become a 0/0 Elemental creature until end of turn. It's still a land.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                     | <div><div><b>Crawling Barrens</b></div><div>Land</div><div><p>{T}: Add {C}.</p><p>{4}: Put two +1/+1 counters on this land. Then you may have it become a 0/0 Elemental creature until end of turn. It's still a land.</p></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                     |

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| <div><div>Feasting Troll King 2GGGG</div><div>Creature -- Troll Noble</div><div>Vigilance, trample<br/>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.")<br/>Sacrifice three Foods: Return this card from your graveyard to the battlefield. Activate only during your turn.</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Feasting Troll King 2GGGG</div><div>Creature -- Troll Noble</div><div>Vigilance, trample<br/>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.")<br/>Sacrifice three Foods: Return this card from your graveyard to the battlefield. Activate only during your turn.</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Feasting Troll King 2GGGG</div><div>Creature -- Troll Noble</div><div>Vigilance, trample<br/>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.")<br/>Sacrifice three Foods: Return this card from your graveyard to the battlefield. Activate only during your turn.</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Feasting Troll King 2GGGG</div><div>Creature -- Troll Noble</div><div>Vigilance, trample<br/>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.")<br/>Sacrifice three Foods: Return this card from your graveyard to the battlefield. Activate only during your turn.</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                   | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                   | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                   | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                   |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                    | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                    | <div>Gilded Goose</div> <div>Creature -- Bird</div> <div>Flying<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>{1}{G}, {T}: Create a Food token.<br/>{T}, Sacrifice a Food: Add one mana of any color.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 | <div>Gilded Goose</div> <div>Creature -- Bird</div> <div>Flying<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>{1}{G}, {T}: Create a Food token.<br/>{T}, Sacrifice a Food: Add one mana of any color.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 |
| <div>Gilded Goose</div> <div>Creature -- Bird</div> <div>Flying<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>{1}{G}, {T}: Create a Food token.<br/>{T}, Sacrifice a Food: Add one mana of any color.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gilded Goose</div> <div>Creature -- Bird</div> <div>Flying<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>{1}{G}, {T}: Create a Food token.<br/>{T}, Sacrifice a Food: Add one mana of any color.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Inscription of Abundance</div> <div>Instant</div> <div>Kicker {2}{G}<br/>Choose one. If this spell was kicked, choose any number instead.<br/>* Put two +1/+1 counters on target creature.<br/>* Target player gains X life, where X is the greatest power among creatures they control.<br/>* Target creature you control fights target creature you don't control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Inscription of Abundance</div> <div>Instant</div> <div>Kicker {2}{G}<br/>Choose one. If this spell was kicked, choose any number instead.<br/>* Put two +1/+1 counters on target creature.<br/>* Target player gains X life, where X is the greatest power among creatures they control.<br/>* Target creature you control fights target creature you don't control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div> <b>Kazandu Mammoth</b> <div> <div>1</div> <div>G</div> <div>6</div> </div> </div> <div> <div>Creature -- Elephant</div> <div> Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. </div> <div> <div>3/3</div> </div> </div> <div> <div> <div>BACK FACE</div> </div> <div> <b>Kazandu Valley</b> <div> <div>Land</div> <div> This land enters tapped. {T}: Add {G}. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                     | <div> <div> <b>Kazandu Mammoth</b> <div> <div>1</div> <div>G</div> <div>6</div> </div> </div> <div> <div>Creature -- Elephant</div> <div> Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. </div> <div> <div>3/3</div> </div> </div> <div> <div> <div>BACK FACE</div> </div> <div> <b>Kazandu Valley</b> <div> <div>Land</div> <div> This land enters tapped. {T}: Add {G}. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                      | <div> <div> <b>Kazandu Mammoth</b> <div> <div>1</div> <div>G</div> <div>6</div> </div> </div> <div> <div>Creature -- Elephant</div> <div> Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. </div> <div> <div>3/3</div> </div> </div> <div> <div> <div>BACK FACE</div> </div> <div> <b>Kazandu Valley</b> <div> <div>Land</div> <div> This land enters tapped. {T}: Add {G}. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                      | <div> <div> <b>Kazandu Mammoth</b> <div> <div>1</div> <div>G</div> <div>6</div> </div> </div> <div> <div>Creature -- Elephant</div> <div> Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. </div> <div> <div>3/3</div> </div> </div> <div> <div> <div>BACK FACE</div> </div> <div> <b>Kazandu Valley</b> <div> <div>Land</div> <div> This land enters tapped. {T}: Add {G}. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                      |
| <div> <div> <b>Kogla, the Titan Ape</b> <div> <div>3</div> <div>G</div> <div>G</div> <div>G</div> </div> </div> <div> <div> <div>Legendary Creature -- Ape</div> <div> 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. </div> <div> <div>7/6</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Lovestruck Beast</b> <div> <div>2</div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Beast Noble</div> <div> This creature can't attack unless you control a 1/1 creature. </div> <div> <div>5/5</div> </div> </div> <div> <div> <div>ADVENTURE</div> </div> <div> <b>Heart's Desire</b> <div> <div>G</div> </div> <div> <div>Sorcery -- Adventure</div> <div> Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div> <b>Lovestruck Beast</b> <div> <div>2</div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Beast Noble</div> <div> This creature can't attack unless you control a 1/1 creature. </div> <div> <div>5/5</div> </div> </div> <div> <div> <div>ADVENTURE</div> </div> <div> <b>Heart's Desire</b> <div> <div>G</div> </div> <div> <div>Sorcery -- Adventure</div> <div> Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div> <b>Lovestruck Beast</b> <div> <div>2</div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Beast Noble</div> <div> This creature can't attack unless you control a 1/1 creature. </div> <div> <div>5/5</div> </div> </div> <div> <div> <div>ADVENTURE</div> </div> <div> <b>Heart's Desire</b> <div> <div>G</div> </div> <div> <div>Sorcery -- Adventure</div> <div> Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> |

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

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| <p><b>The Great Henge</b> (7)(G)(G)</p> <p>Legendary Artifact</p> <p>This spell costs {X} less to cast, where X is the greatest power among creatures you control.<br/>{T}: Add {G}{G}. You gain 2 life.<br/>Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                               | <p><b>The Great Henge</b> (7)(G)(G)</p> <p>Legendary Artifact</p> <p>This spell costs {X} less to cast, where X is the greatest power among creatures you control.<br/>{T}: Add {G}{G}. You gain 2 life.<br/>Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                               | <p><b>The Great Henge</b> (7)(G)(G)</p> <p>Legendary Artifact</p> <p>This spell costs {X} less to cast, where X is the greatest power among creatures you control.<br/>{T}: Add {G}{G}. You gain 2 life.<br/>Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Trail of Crumbs</b> (1)(G)</p> <p>Enchantment</p> <p>When this enchantment enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Trail of Crumbs</b> (1)(G)</p> <p>Enchantment</p> <p>When this enchantment enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Trail of Crumbs</b> (1)(G)</p> <p>Enchantment</p> <p>When this enchantment enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Wicked Wolf</b> (2)(G)(G)</p> <p>Creature -- Wolf</p> <p>When this creature enters, it fights up to one target creature you don't control.<br/>Sacrifice a Food: Put a +1/+1 counter on this creature. It gains indestructible until end of turn.<br/>Tap it.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                           | <p><b>Wicked Wolf</b> (2)(G)(G)</p> <p>Creature -- Wolf</p> <p>When this creature enters, it fights up to one target creature you don't control.<br/>Sacrifice a Food: Put a +1/+1 counter on this creature. It gains indestructible until end of turn.<br/>Tap it.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                         |

Playtest cards - Slatorade - Standard (Standard Showcase Challenge)

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| <div> <div>Wicked Wolf</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Wolf</div> <div> <p>When this creature enters, it fights up to one target creature you don't control.</p> <p>Sacrifice a Food: Put a +1/+1 counter on this creature. It gains indestructible until end of turn. Tap it.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                     | <div> <div>Wicked Wolf</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Wolf</div> <div> <p>When this creature enters, it fights up to one target creature you don't control.</p> <p>Sacrifice a Food: Put a +1/+1 counter on this creature. It gains indestructible until end of turn. Tap it.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                     | <div> <div>Witch's Oven</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>{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.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                 | <div> <div>Witch's Oven</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>{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.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                   |
| <div> <div>Questing Beast</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Legendary Creature -- Beast</div> <div> <p>Vigilance, deathtouch, haste</p> <p>Questing Beast can't be blocked by creatures with power 2 or less.</p> <p>Combat damage that would be dealt by creatures you control can't be prevented.</p> <p>Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Questing Beast</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Legendary Creature -- Beast</div> <div> <p>Vigilance, deathtouch, haste</p> <p>Questing Beast can't be blocked by creatures with power 2 or less.</p> <p>Combat damage that would be dealt by creatures you control can't be prevented.</p> <p>Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Questing Beast</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Legendary Creature -- Beast</div> <div> <p>Vigilance, deathtouch, haste</p> <p>Questing Beast can't be blocked by creatures with power 2 or less.</p> <p>Combat damage that would be dealt by creatures you control can't be prevented.</p> <p>Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Ram Through</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - Slatorade - Standard (Standard Showcase 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 8/10 - 8 cards - 2.5 x 3.5 in each

① ②

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.

2/2

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① ⑥

{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

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① ⑥

{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

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① ⑥

[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

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①GG

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

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

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

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

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

3/4

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## 8

[+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.

L 7

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## 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

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## 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.  
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[sideboard]

L 3

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