

Playtest cards - DInglis - Standard (Standard Challenge) sheet 1/10 - 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.

Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Elder Gargaroth 3GG Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elder Gargaroth 3GG Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Embercleave 4RR Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Embercleave 4RR Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. 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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gilded Goose Creature -- Bird Flying When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {1}{G}, {T}: Create a Food token. {T}, Sacrifice a Food: Add one mana of any color. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gilded Goose Creature -- Bird Flying When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {1}{G}, {T}: Create a Food token. {T}, Sacrifice a Food: Add one mana of any color. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gilded Goose Creature -- Bird Flying When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {1}{G}, {T}: Create a Food token. {T}, Sacrifice a Food: Add one mana of any color. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gilded Goose Creature -- Bird Flying When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {1}{G}, {T}: Create a Food token. {T}, Sacrifice a Food: Add one mana of any color. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kazandu Mammoth

①⑥⑥

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

①⑥⑥

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

①⑥⑥

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

①⑥⑥

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

Ketria Triome

Land -- Forest Island Mountain

{{T}: Add {G}, {U}, or {R}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ketria Triome

Land -- Forest Island Mountain

{{T}: Add {G}, {U}, or {R}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kogla, the Titan Ape

③⑥⑥⑥

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

ADVENTURE

Heart's Desire

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

②⑥

Creature -- Beast Noble

This creature can't attack unless you control a 1/1 creature.

5/5

ADVENTURE

Heart's Desire

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 - DInglis - 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 - DInglis - Standard (Standard Challenge) sheet 6/10 - 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.

XR R

Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.

BACK FACE

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7 G G

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

7 G G

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

① ② G

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 ② G

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.")

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

4 G G

Trample, haste
If you would put one or more
counters on a permanent or player,
put twice that many of each of those
kinds of counters on that permanent
or player instead.
If an opponent would put one or more
counters on a permanent or player,
they put half that many of each of
those kinds of counters on that
permanent or player instead, rounded
down.

6/6

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

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

Wicked Wolf (2)(G)(G) 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 (2)(G)(G) 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 (2)(G)(G) 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fire Prophecy (1)(R) Instant Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Prophecy (1)(R) Instant Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Garruk's Harbinger (1)(G)(G) 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. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Garruk's Harbinger (1)(G)(G) 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. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roiling Vortex 1 R Enchantment At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Akroan War 3 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Akroan War 3 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - DInglis - 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 10/10 - 3 cards - 2.5 x 3.5 in each