

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
Crawling Barrens Land {T}: Add {C}. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crawling Barrens Land {T}: Add {C}. {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. 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

$$(\{T\}: \text{Add } \{G\}.)$$

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① ⑥

Creature -- Elf Druid

Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn --

- * Put a +1/+1 counter on this creature.
- * Create a tapped Treasure token.
- * You gain 2 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Elf Druid

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Elf Druid

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* Create a tapped Treasure token.
* You gain 2 life.
```

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gala Greeters (1)(G) Creature -- Elf Druid Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn -- * Put a +1/+1 counter on this creature. * Create a tapped Treasure token. * You gain 2 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Halana and Alena, Partners (2)(R)(G) Legendary Creature -- Human Ranger Reach (This creature can block creatures with flying.) First strike (This creature deals combat damage before creatures without first strike.) At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Halana and Alena, Partners (2)(R)(G) Legendary Creature -- Human Ranger Reach (This creature can block creatures with flying.) First strike (This creature deals combat damage before creatures without first strike.) At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Halana and Alena, Partners (2)(R)(G) Legendary Creature -- Human Ranger Reach (This creature can block creatures with flying.) First strike (This creature deals combat damage before creatures without first strike.) At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kami's Flare (1)(R) Instant Kami's Flare deals 3 damage to target creature or planeswalker. Kami's Flare also deals 2 damage to that permanent's controller if you control a modified creature. (Equipment, Auras you control, and counters are modifications.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kami's Flare (1)(R) Instant Kami's Flare deals 3 damage to target creature or planeswalker. Kami's Flare also deals 2 damage to that permanent's controller if you control a modified creature. (Equipment, Auras you control, and counters are modifications.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kami's Flare (1)(R) Instant Kami's Flare deals 3 damage to target creature or planeswalker. Kami's Flare also deals 2 damage to that permanent's controller if you control a modified creature. (Equipment, Auras you control, and counters are modifications.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kumano Faces Kakkazan (R) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- - - - BACK FACE - - - Etching of Kumano Enchantment Creature -- Human Shaman Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DrearFe - Standard (Standard League)

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 3/10 - 8 cards - 2.5 x 3.5 in each

®

(As this Saga enters and after your draw step, add a lore counter.)

I -- This Saga deals 1 damage to each opponent and each planeswalker they control.

II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.

III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Enchantment Creature -- Human Shaman

Haste
If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oran-Rief Ooze2G Creature -- Ooze When this creature enters, put a +1/+1 counter on target creature you control. Whenever this creature attacks, put a +1/+1 counter on each attacking creature with a +1/+1 counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oran-Rief Ooze2G Creature -- Ooze When this creature enters, put a +1/+1 counter on target creature you control. Whenever this creature attacks, put a +1/+1 counter on each attacking creature with a +1/+1 counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oran-Rief Ooze2G Creature -- Ooze When this creature enters, put a +1/+1 counter on target creature you control. Whenever this creature attacks, put a +1/+1 counter on each attacking creature with a +1/+1 counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Oran-Rief Ooze2G Creature -- Ooze When this creature enters, put a +1/+1 counter on target creature you control. Whenever this creature attacks, put a +1/+1 counter on each attacking creature with a +1/+1 counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Play with FireR Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Play with FireR Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Play with FireR Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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Haste
Equipped creature gets +1/+1 and has haste.
Reconfigure {R} ({R}: Attach to target creature you control; or unattach from a creature.
Reconfigure only as a sorcery. While attached, this isn't a creature.)

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®

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① ②

(Gain the next level as a sorcery to add its ability.)
When this Class enters, create a 2/2 green Wolf creature token.
{1}{G}: Level 2
Whenever you attack, put a +1/+1 counter on target attacking creature.
{3}{G}: Level 3
You may look at the top card of your library any time.
You may cast creature spells from the top of your library.

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① ②

(Gain the next level as a sorcery to add its ability.)
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{1}{G}: Level 2
Whenever you attack, put a +1/+1 counter on target attacking creature.
{3}{G}: Level 3
You may look at the top card of your library any time.
You may cast creature spells from the top of your library.

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②R

At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn.

Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

2/3

At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

3/4

②③

At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn.
Daybound (If a player casts no spells during their own turn, it becomes night next turn.)

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3/4

sheet 6/10 - 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.

Reckless Stormseeker 2R Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 ----- BACK FACE ----- Storm-Charged Slasher Creature -- Werewolf At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rockfall Vale Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rockfall Vale Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rockfall Vale Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rockfall Vale Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shatterskull Smashing XRR Sorcery 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 ----- Shatterskull, the Hammer Pass 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 PLAYbotbox.dev	Snakeskin Veil G Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thundering Raiju (2)(R)(R) Creature -- Spirit Haste Whenever this creature attacks, put a +1/+1 counter on target creature you control. Then this creature deals X damage to each opponent, where X is the number of modified creatures you control other than this creature. (Equipment, Auras you control, and counters are modifications.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Raiju (2)(R)(R) Creature -- Spirit Haste Whenever this creature attacks, put a +1/+1 counter on target creature you control. Then this creature deals X damage to each opponent, where X is the number of modified creatures you control other than this creature. (Equipment, Auras you control, and counters are modifications.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Raiju (2)(R)(R) Creature -- Spirit Haste Whenever this creature attacks, put a +1/+1 counter on target creature you control. Then this creature deals X damage to each opponent, where X is the number of modified creatures you control other than this creature. (Equipment, Auras you control, and counters are modifications.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Raiju (2)(R)(R) Creature -- Spirit Haste Whenever this creature attacks, put a +1/+1 counter on target creature you control. Then this creature deals X damage to each opponent, where X is the number of modified creatures you control other than this creature. (Equipment, Auras you control, and counters are modifications.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arlinn, the Pack's Hope (2)(R)(G) Legendary Planeswalker -- Arlinn Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [+1]: Until your next turn, you may cast creature spells as though they had flash, and each creature you control enters with an additional +1/+1 counter on it. [-3]: Create two 2/2 green Wolf creature tokens. [sideboard] L 4 ----- -- -- BACK FACE -- -- Arlinn, the Moon's Fury Legendary Planeswalker -- Arlinn Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) [+2]: Add {R}{G}. [0]: Until end of turn, Arlinn becomes a 5/5 Werewolf creature with trample, indestructible, and haste. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arlinn, the Pack's Hope (2)(R)(G) Legendary Planeswalker -- Arlinn Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [+1]: Until your next turn, you may cast creature spells as though they had flash, and each creature you control enters with an additional +1/+1 counter on it. [-3]: Create two 2/2 green Wolf creature tokens. [sideboard] L 4 ----- -- -- BACK FACE -- -- Arlinn, the Moon's Fury Legendary Planeswalker -- Arlinn Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) [+2]: Add {R}{G}. [0]: Until end of turn, Arlinn becomes a 5/5 Werewolf creature with trample, indestructible, and haste. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bouncer's Beatdown (2)(G) Instant This spell costs {2} less to cast if it targets a black permanent. Bouncer's Beatdown deals X damage to target creature or planeswalker, where X is the greatest power among creatures you control. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bouncer's Beatdown (2)(G) Instant This spell costs {2} less to cast if it targets a black permanent. Bouncer's Beatdown deals X damage to target creature or planeswalker, where X is the greatest power among creatures you control. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bouncer's Beatdown 2 6 Instant This spell costs {2} less to cast if it targets a black permanent. Bouncer's Beatdown deals X damage to target creature or planeswalker, where X is the greatest power among creatures you control. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burning Hands 1 R Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burning Hands 1 R Instant Burning Hands deals 2 damage to target creature or planeswalker. If that permanent is green, Burning Hands deals 6 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cemetery Prowler 1 6 6 Creature -- Wolf Vigilance Whenever this creature enters or attacks, exile a card from a graveyard. Spells you cast cost {1} less to cast for each card type they share with cards exiled with this creature. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cemetery Prowler 1 6 6 Creature -- Wolf Vigilance Whenever this creature enters or attacks, exile a card from a graveyard. Spells you cast cost {1} less to cast for each card type they share with cards exiled with this creature. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Choose Your Weapon 2 6 Instant Choose one -- * Two-Weapon Fighting -- Double target creature's power and toughness until end of turn. * Archery -- This spell deals 5 damage to target creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Choose Your Weapon 2 6 Instant Choose one -- * Two-Weapon Fighting -- Double target creature's power and toughness until end of turn. * Archery -- This spell deals 5 damage to target creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snakeskin Veil 6 Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Thundering Rebuke deals 4 damage to target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Thundering Rebuke deals 4 damage to target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev