

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	Flame Discharge Instant Flame Discharge deals X damage to target creature or planeswalker. If you controlled a modified creature as you cast this spell, it deals X plus 2 damage instead. (Equipment, Auras you control, and counters are modifications.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flame Discharge Instant Flame Discharge deals X damage to target creature or planeswalker. If you controlled a modified creature as you cast this spell, it deals X plus 2 damage instead. (Equipment, Auras you control, and counters are modifications.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

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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

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Legendary Creature -- Goblin Samurai

{R}: Creatures you control gain haste until end of turn.

{3}{R}: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature. (Equipment, Auras you control, and counters are modifications.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Reach (This creature can block creatures with flying.)
First strike (This creature deals combat damage before creatures without first strike.)
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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Invigorating Hot Spring 1 R G Enchantment This enchantment enters with four +1/+1 counters on it. Modified creatures you control have haste. (Equipment, Auras you control, and counters are modifications.) Remove a +1/+1 counter from this enchantment: Put a +1/+1 counter on target creature you control. Activate only as a sorcery and only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invigorating Hot Spring 1 R G Enchantment This enchantment enters with four +1/+1 counters on it. Modified creatures you control have haste. (Equipment, Auras you control, and counters are modifications.) Remove a +1/+1 counter from this enchantment: Put a +1/+1 counter on target creature you control. Activate only as a sorcery and only once each turn. 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
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2 G

Reach
Modified creatures you control have
trample. (Equipment, Auras you
control, and counters are
modifications.)
Whenever a modified creature you
control deals combat damage to a
player, search your library for a
basic land card, put it onto the
battlefield tapped, then shuffle.

3/3

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Basic Land -- Mountain

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

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sheet 5/10 - 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.

Ochre Jelly X G Creature -- Ooze Trample This creature enters with X +1/+1 counters on it. Split -- When this creature dies, if it had two or more +1/+1 counters on it, create a token that's a copy of it at the beginning of the next end step. The token enters with half that many +1/+1 counters on it, rounded down. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ochre Jelly X G Creature -- Ooze Trample This creature enters with X +1/+1 counters on it. Split -- When this creature dies, if it had two or more +1/+1 counters on it, create a token that's a copy of it at the beginning of the next end step. The token enters with half that many +1/+1 counters on it, rounded down. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oran-Rief Ooze 2 G 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 PLAY botbox.dev	Oran-Rief Ooze 2 G 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 PLAY botbox.dev
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Swarm Shambler Creature -- Fungus Beast This creature enters with a +1/+1 counter on it. Whenever a creature you control with a +1/+1 counter on it becomes the target of a spell an opponent controls, create a 1/1 green Insect creature token. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swarm Shambler Creature -- Fungus Beast This creature enters with a +1/+1 counter on it. Whenever a creature you control with a +1/+1 counter on it becomes the target of a spell an opponent controls, create a 1/1 green Insect creature token. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swarm Shambler Creature -- Fungus Beast This creature enters with a +1/+1 counter on it. Whenever a creature you control with a +1/+1 counter on it becomes the target of a spell an opponent controls, create a 1/1 green Insect creature token. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swarm Shambler Creature -- Fungus Beast This creature enters with a +1/+1 counter on it. Whenever a creature you control with a +1/+1 counter on it becomes the target of a spell an opponent controls, create a 1/1 green Insect creature token. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thundering Raiju 2RR 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 2RR 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 2RR 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 2RR 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
Burning Hands 1R 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 PLAYbotbox.dev	Burning Hands 1R 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 PLAYbotbox.dev	Burning Hands 1R 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 PLAYbotbox.dev	Flame-Blessed Bolt R Instant Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Flame-Blessed Bolt R Instant Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flame-Blessed Bolt R Instant Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outland Liberator 1G Creature -- Human Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 2/2 ----- BACK FACE ----- Frenzied Trapbreaker Creature -- Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outland Liberator 1G Creature -- Human Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 2/2 ----- BACK FACE ----- Frenzied Trapbreaker Creature -- Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reckoner Bankbuster 2 Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckoner Bankbuster 2 Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckoner Bankbuster 2 Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 [sideboard] 4/4 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Tangletrap 16 Instant Choose one -- * Tangletrap deals 5 damage to target creature with flying. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tangletrap 16 Instant Choose one -- * Tangletrap deals 5 damage to target creature with flying. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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