

Barkhide Troll Creature -- Troll This creature enters with a +1/+1 counter on it. {1}, Remove a +1/+1 counter from this creature: This creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barkhide Troll Creature -- Troll This creature enters with a +1/+1 counter on it. {1}, Remove a +1/+1 counter from this creature: This creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barkhide Troll Creature -- Troll This creature enters with a +1/+1 counter on it. {1}, Remove a +1/+1 counter from this creature: This creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barkhide Troll Creature -- Troll This creature enters with a +1/+1 counter on it. {1}, Remove a +1/+1 counter from this creature: This creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

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Gemrazer 36 Creature -- Beast Mutate {1}{G}{G} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Reach, trample Whenever this creature mutates, destroy target artifact or enchantment an opponent controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemrazer 36 Creature -- Beast Mutate {1}{G}{G} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Reach, trample Whenever this creature mutates, destroy target artifact or enchantment an opponent controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemrazer 36 Creature -- Beast Mutate {1}{G}{G} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Reach, trample Whenever this creature mutates, destroy target artifact or enchantment an opponent controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Growth-Chamber Guardian 16 Creature -- Elf Crab Warrior {2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, you may search your library for a card named Growth-Chamber Guardian, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Growth-Chamber Guardian ①⑥ Creature -- Elf Crab Warrior {2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, you may search your library for a card named Growth-Chamber Guardian, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Growth-Chamber Guardian ①⑥ Creature -- Elf Crab Warrior {2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, you may search your library for a card named Growth-Chamber Guardian, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Growth-Chamber Guardian ①⑥ Creature -- Elf Crab Warrior {2}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, you may search your library for a card named Growth-Chamber Guardian, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 ⑥ 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 PLAY botbox.dev
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Playtest cards - GYBA - 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 5/10 - 8 cards - 2.5 x 3.5 in each

Pelt Collector (G) Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pelt Collector (G) Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Questing Beast (2)(G)(G) Legendary Creature -- Beast Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented. Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Questing Beast (2)(G)(G) Legendary Creature -- Beast Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented. Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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(X)

Reach, trample, protection from
multicolored
This creature enters with X +1/+1
counters on it.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)

Reach, trample, protection from multicolored
This creature enters with X +1/+1 counters on it.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7GG

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

①GGG

[+1]: Distribute two +1/+1 counters among up to two target creatures. They gain trample until end of turn.

[-3]: Target creature you control deals damage equal to its power to target creature or planeswalker.

[-5]: You may reveal a creature card you own from outside the game and put it into your hand.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G G

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L 4

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.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Flash (You may cast this spell any time you could cast an instant.)
Reach (This creature can block creatures with flying.)
Whenever another non-Human creature you control enters, you may pay {X}. When you do, put X +1/+1 counters on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Wildborn Preserver ①⑥ Creature -- Elf Archer Flash (You may cast this spell any time you could cast an instant.) Reach (This creature can block creatures with flying.) Whenever another non-Human creature you control enters, you may pay {X}. When you do, put X +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yorvo, Lord of Garenbrig ⑥⑥⑥ Legendary Creature -- Giant Noble Yorvo enters with four +1/+1 counters on it. Whenever another green creature you control enters, put a +1/+1 counter on Yorvo. Then if that creature's power is greater than Yorvo's power, put another +1/+1 counter on Yorvo. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yorvo, Lord of Garenbrig ⑥⑥⑥ Legendary Creature -- Giant Noble Yorvo enters with four +1/+1 counters on it. Whenever another green creature you control enters, put a +1/+1 counter on Yorvo. Then if that creature's power is greater than Yorvo's power, put another +1/+1 counter on Yorvo. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yorvo, Lord of Garenbrig ⑥⑥⑥ Legendary Creature -- Giant Noble Yorvo enters with four +1/+1 counters on it. Whenever another green creature you control enters, put a +1/+1 counter on Yorvo. Then if that creature's power is greater than Yorvo's power, put another +1/+1 counter on Yorvo. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gemrazer ③⑥ Creature -- Beast Mutate {1}{G}{G} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Reach, trample Whenever this creature mutates, destroy target artifact or enchantment an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ram Through ①⑥ Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ram Through ①⑥ Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ram Through ①⑥ Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ram Through 1 6 Instant 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. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shifting Ceratops 2 6 6 Creature -- Dinosaur This spell can't be countered. Protection from blue (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything blue.) {G}: This creature gains your choice of reach, trample, or haste until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shifting Ceratops 2 6 6 Creature -- Dinosaur This spell can't be countered. Protection from blue (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything blue.) {G}: This creature gains your choice of reach, trample, or haste until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shifting Ceratops 2 6 6 Creature -- Dinosaur This spell can't be countered. Protection from blue (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything blue.) {G}: This creature gains your choice of reach, trample, or haste until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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The Great Henge7GG Legendary Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrashing Brontodon1GG Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien, Monsters' Advocate3GG 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	
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