

Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Branchloft Pathway Land {T}: Add {G}. ----- BACK FACE ----- Boulderloft Pathway Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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
Eldritch Evolution①⑥⑥ Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esika's Chariot 36 Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esika's Chariot 36 Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esika's Chariot 36 Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Inspiring Vantage

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lair of the Hydra

Land

If you control two or more other lands, this land enters tapped.
 {T}: Add {G}.
 {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

Ⓒ

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

Ⓒ

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

G

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

G

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Needleleverage Pathway

Card

- - - OTHER FACE - - -

Needleleverage Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Needleleverage Pathway

Card

- - - OTHER FACE - - -

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prosperous Innkeeper ①⑥ Creature -- Halfling Citizen When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prosperous Innkeeper ①⑥ Creature -- Halfling Citizen When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prosperous Innkeeper ①⑥ Creature -- Halfling Citizen When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prosperous Innkeeper ①⑥ Creature -- Halfling Citizen When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ranger Class ①⑥ Enchantment -- Class (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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger Class ①⑥ Enchantment -- Class (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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Selfless Spirit ①W Creature -- Spirit Cleric Flying Sacrifice this creature: Creatures you control gain indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - _Falcon_ - Pioneer (Pioneer Challenge)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Tovolar, Dire Overlord Card ----- OTHER FACE ----- Tovolar, Dire Overlord Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tovolar's Huntmaster 4GG Creature -- Human Werewolf When this creature enters, create two 2/2 green Wolf creature tokens. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 6/6 ----- BACK FACE ----- Tovolar's Packleader Creature -- Werewolf Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens. {2}{G}{G}: Another target Wolf or Werewolf you control fights target creature you don't control. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tovolar's Huntmaster 4GG Creature -- Human Werewolf When this creature enters, create two 2/2 green Wolf creature tokens. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 6/6 ----- BACK FACE ----- Tovolar's Packleader Creature -- Werewolf Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens. {2}{G}{G}: Another target Wolf or Werewolf you control fights target creature you don't control. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tovolar's Huntmaster 4GG Creature -- Human Werewolf When this creature enters, create two 2/2 green Wolf creature tokens. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 6/6 ----- BACK FACE ----- Tovolar's Packleader Creature -- Werewolf Whenever this creature enters or attacks, create two 2/2 green Wolf creature tokens. {2}{G}{G}: Another target Wolf or Werewolf you control fights target creature you don't control. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Winota, Joiner of Forces (2)(R)(W) Legendary Creature -- Human Warrior Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winota, Joiner of Forces (2)(R)(W) Legendary Creature -- Human Warrior Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winota, Joiner of Forces (2)(R)(W) Legendary Creature -- Human Warrior Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winota, Joiner of Forces (2)(R)(W) Legendary Creature -- Human Warrior Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Eidolon of Rhetoric (2)(W) Enchantment Creature -- Spirit Each player can't cast more than one spell each turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eidolon of Rhetoric (2)(W) Enchantment Creature -- Spirit Each player can't cast more than one spell each turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eidolon of Rhetoric (2)(W) Enchantment Creature -- Spirit Each player can't cast more than one spell each turn. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elite Spellbinder (2)(W) Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Elite Spellbinder 2 W Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elite Spellbinder 2 W Creature -- Human Cleric Flying When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rending Volley R Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rending Volley R Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Selfless Spirit 1W Creature -- Spirit Cleric Flying Sacrifice this creature: Creatures you control gain indestructible until end of turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyclave Apparition 1WW Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyclave Apparition 1WW Creature -- Kor Spirit When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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sheet 10/10 - 3 cards - 2.5 x 3.5 in each