

Anticipate 1 U Instant Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anticipate 1 U Instant Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anticipate 1 U Instant Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anticipate 1 U Instant Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Clash of Wills X U Instant Counter target spell unless its controller pays {X}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clash of Wills X U Instant Counter target spell unless its controller pays {X}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clash of Wills X U Instant Counter target spell unless its controller pays {X}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dig Through Time 6 U U Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dig Through Time 6UUU Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive Vegetation 3G Sorcery Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive Vegetation 3G Sorcery Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive Vegetation 3G Sorcery Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hedron Archive ④ Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards.	Hedron Archive ④ Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards.	Island Basic Land -- Island ({T}: Add {U}.)	Island Basic Land -- Island ({T}: Add {U}.)
Island Basic Land -- Island ({T}: Add {U}.)	Island Basic Land -- Island ({T}: Add {U}.)	Nissa's Pilgrimage ②⑥ Sorcery Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two.	Nissa's Pilgrimage ②⑥ Sorcery Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two.
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Playtest cards - goxvegan - Standard (Standard Daily Swiss)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Nissa's Pilgrimage 2 6 Sorcery Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa's Pilgrimage 2 6 Sorcery Search your library for up to two basic Forest cards, reveal those cards, and put one onto the battlefield tapped and the rest into your hand. Then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, search your library for up to three basic Forest cards instead of two. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa's Renewal 5 6 Sorcery Search your library for up to three basic land cards, put them onto the battlefield tapped, then shuffle. You gain 7 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa's Renewal 5 6 Sorcery Search your library for up to three basic land cards, put them onto the battlefield tapped, then shuffle. You gain 7 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nissa, Vastwood Seer 2 6 Legendary Creature -- Elf Scout When Nissa enters, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle. Whenever a land you control enters, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control. 2/2 ----- BACK FACE ----- Nissa, Sage Animist Legendary Planeswalker -- Nissa [+1]: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. [-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token. [-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Vastwood Seer 2 6 Legendary Creature -- Elf Scout When Nissa enters, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle. Whenever a land you control enters, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control. 2/2 ----- BACK FACE ----- Nissa, Sage Animist Legendary Planeswalker -- Nissa [+1]: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. [-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token. [-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctum of Ugin Land {T}: Add {C}. Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctum of Ugin Land {T}: Add {C}. Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ugin, the Spirit Dragon ⑧ Legendary Planeswalker -- Ugin [+2]: Ugin deals 3 damage to any target. [-X]: Exile each permanent with mana value X or less that's one or more colors. [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ugin, the Spirit Dragon ⑧ Legendary Planeswalker -- Ugin [+2]: Ugin deals 3 damage to any target. [-X]: Exile each permanent with mana value X or less that's one or more colors. [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Ulamog, the Ceaseless Hunger (10) Legendary Creature -- Eldrazi When you cast this spell, exile two target permanents. Indestructible Whenever Ulamog attacks, defending player exiles the top twenty cards of their library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulamog, the Ceaseless Hunger (10) Legendary Creature -- Eldrazi When you cast this spell, exile two target permanents. Indestructible Whenever Ulamog attacks, defending player exiles the top twenty cards of their library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whisperwood Elemental (3)(G)(G) Creature -- Elemental At the beginning of your end step, manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) Sacrifice this creature: Until end of turn, face-up nontoken creatures you control gain "When this creature dies, manifest the top card of your library." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whisperwood Elemental (3)(G)(G) Creature -- Elemental At the beginning of your end step, manifest the top card of your library. (Put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.) Sacrifice this creature: Until end of turn, face-up nontoken creatures you control gain "When this creature dies, manifest the top card of your library." 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Adverse Conditions (3)(U) Instant Devoid (This card has no color.) Tap up to two target creatures. Those creatures don't untap during their controller's next untap step. Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." [sideboard] 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adverse Conditions (3)(U) Instant Devoid (This card has no color.) Tap up to two target creatures. Those creatures don't untap during their controller's next untap step. Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." [sideboard] 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bane of Bala Ged (7) Creature -- Eldrazi Whenever this creature attacks, defending player exiles two permanents they control. [sideboard] 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bane of Bala Ged (7) Creature -- Eldrazi Whenever this creature attacks, defending player exiles two permanents they control. [sideboard] 7/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Oblivion Sower 6 Creature -- Eldrazi When you cast this spell, target opponent exiles the top four cards of their library, then you may put any number of land cards that player owns from exile onto the battlefield under your control. [sideboard] 5/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winds of Qal Sisma 16 Instant Prevent all combat damage that would be dealt this turn. Ferocious -- If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winds of Qal Sisma 16 Instant Prevent all combat damage that would be dealt this turn. Ferocious -- If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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