

Cinder Glade Land -- Mountain Forest ({T}: Add {R} or {G}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clutch of Currents U Sorcery Return target creature to its owner's hand. Awaken 3--{4}{U} (If you cast this spell for {4}{U}, also put three +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Draconic Roar 1 R Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Draconic Roar deals 3 damage to target creature. If you revealed a Dragon card or controlled a Dragon as you cast this spell, Draconic Roar deals 3 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Draconic Roar 1 R Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Draconic Roar deals 3 damage to target creature. If you revealed a Dragon card or controlled a Dragon as you cast this spell, Draconic Roar deals 3 damage to that creature's controller. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dragonlord Atarka 5 R G Legendary Creature -- Elder Dragon Flying, trample When Dragonlord Atarka enters, it deals 5 damage divided as you choose among any number of target creatures and/or planeswalkers your opponents control. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Atarka 5 R G Legendary Creature -- Elder Dragon Flying, trample When Dragonlord Atarka enters, it deals 5 damage divided as you choose among any number of target creatures and/or planeswalkers your opponents control. 8/8 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 PLAYbotbox.dev	Frontier Bivouac Land This land enters tapped. {T}: Add {G}, {U}, or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frontier Bivouac Land This land enters tapped. {T}: Add {G}, {U}, or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Kiora, Master of the Depths 2GU Legendary Planeswalker -- Kiora [+1]: Untap up to one target creature and up to one target land. [-2]: Reveal the top four cards of your library. You may put a creature card and/or a land card from among them into your hand. Put the rest into your graveyard. [-8]: You get an emblem with "Whenever a creature you control enters, you may have it fight target creature." Then create three 8/8 blue Octopus creature tokens. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kiora, Master of the Depths 2GU Legendary Planeswalker -- Kiora [+1]: Untap up to one target creature and up to one target land. [-2]: Reveal the top four cards of your library. You may put a creature card and/or a land card from among them into your hand. Put the rest into your graveyard. [-8]: You get an emblem with "Whenever a creature you control enters, you may have it fight target creature." Then create three 8/8 blue Octopus creature tokens. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kiora, Master of the Depths 2GU Legendary Planeswalker -- Kiora [+1]: Untap up to one target creature and up to one target land. [-2]: Reveal the top four cards of your library. You may put a creature card and/or a land card from among them into your hand. Put the rest into your graveyard. [-8]: You get an emblem with "Whenever a creature you control enters, you may have it fight target creature." Then create three 8/8 blue Octopus creature tokens. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kiora, Master of the Depths 2GU Legendary Planeswalker -- Kiora [+1]: Untap up to one target creature and up to one target land. [-2]: Reveal the top four cards of your library. You may put a creature card and/or a land card from among them into your hand. Put the rest into your graveyard. [-8]: You get an emblem with "Whenever a creature you control enters, you may have it fight target creature." Then create three 8/8 blue Octopus creature tokens. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Leaf Gilder

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Creature -- Elf Druid

{T}: Add {G}.

2/1

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Lumbering Falls

Land

This land enters tapped.
{T}: Add {G} or {U}.
{2}{G}{U}: Until end of turn, this land becomes a 3/3 green and blue Elemental creature with hexproof.
It's still a land.

2/1

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It's still a land.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa, Vastwood Seer26 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 PLAYbotbox.dev	Nissa, Vastwood Seer26 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 PLAYbotbox.dev
Part the Waterveil4UU Sorcery Take an extra turn after this one. Exile Part the Waterveil. Awaken 6--{6}{U}{U}{U} (If you cast this spell for {6}{U}{U}{U}, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Part the Waterveil4UU Sorcery Take an extra turn after this one. Exile Part the Waterveil. Awaken 6--{6}{U}{U}{U} (If you cast this spell for {6}{U}{U}{U}, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Part the Waterveil4UU Sorcery Take an extra turn after this one. Exile Part the Waterveil. Awaken 6--{6}{U}{U}{U} (If you cast this spell for {6}{U}{U}{U}, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Part the Waterveil4UU Sorcery Take an extra turn after this one. Exile Part the Waterveil. Awaken 6--{6}{U}{U}{U} (If you cast this spell for {6}{U}{U}{U}, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rattleclaw Mystic 1 G Creature -- Human Shaman {T}: Add {G}, {U}, or {R}. Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, add {G}{U}{R}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rattleclaw Mystic 1 G Creature -- Human Shaman {T}: Add {G}, {U}, or {R}. Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, add {G}{U}{R}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rattleclaw Mystic 1 G Creature -- Human Shaman {T}: Add {G}, {U}, or {R}. Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, add {G}{U}{R}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rattleclaw Mystic 1 G Creature -- Human Shaman {T}: Add {G}, {U}, or {R}. Morph {2} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, add {G}{U}{R}. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Roast 1 R Sorcery Roast deals 5 damage to target creature without flying. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savage Knuckleblade G U R Creature -- Ogre Warrior {2}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. {2}{U}: Return this creature to its owner's hand. {R}: This creature gains haste until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savage Knuckleblade G U R Creature -- Ogre Warrior {2}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. {2}{U}: Return this creature to its owner's hand. {R}: This creature gains haste until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savage Knuckleblade G U R Creature -- Ogre Warrior {2}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. {2}{U}: Return this creature to its owner's hand. {R}: This creature gains haste until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Adamante - Standard (Standard Daily Swiss)

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

Savage Knuckleblade G U R Creature -- Ogre Warrior {2}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. {2}{U}: Return this creature to its owner's hand. {R}: This creature gains haste until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stubborn Denial U Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stubborn Denial U Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Wanderer (3)(G) Creature -- Elemental Vigilance, trample Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Yavimaya Coast

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
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{T}: Add {C}.
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Yavimaya Coast

Land

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{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Arc Lightning deals 3 damage divided as you choose among one, two, or three targets.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Enchantment

Creatures your opponents control get -1/-0.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Instant

Counter target spell with mana value 4 or greater.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant

Counter target spell with mana value 4 or greater.

[sidebar]

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

Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Draconic Roar 1 R Instant As an additional cost to cast this spell, you may reveal a Dragon card from your hand. Draconic Roar deals 3 damage to target creature. If you revealed a Dragon card or controlled a Dragon as you cast this spell, Draconic Roar deals 3 damage to that creature's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Impulse R Instant Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Impulse R Instant Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gaea's Revenge 5 G G Creature -- Elemental This spell can't be countered. Haste This creature can't be the target of nongreen spells or abilities from nongreen sources. [sideboard] 8/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaea's Revenge 5 G G Creature -- Elemental This spell can't be countered. Haste This creature can't be the target of nongreen spells or abilities from nongreen sources. [sideboard] 8/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heir of the Wilds 1 G Creature -- Human Warrior Deathtouch Ferocious -- Whenever this creature attacks, if you control a creature with power 4 or greater, this creature gets +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Naturalize 1 G Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plummet 1G Instant Destroy target creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plummet 1G Instant Destroy target creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roast 1R Sorcery Roast deals 5 damage to target creature without flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	