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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><b>Blighted Woodland</b></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{3}{G}, {T}, Sacrifice this land: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Canopy Vista</b></div><div>Land -- Forest Plains</div><div><div>{T}: Add {G} or {W}.)</div><div>This land enters tapped unless you control two or more basic lands.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Canopy Vista</b></div><div>Land -- Forest Plains</div><div><div>{T}: Add {G} or {W}.)</div><div>This land enters tapped unless you control two or more basic lands.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Dispel</b><div>U</div></div><div>Instant</div><div>Counter target instant spell.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                              |
| <div><div><b>Dispel</b><div>U</div></div><div>Instant</div><div>Counter target instant spell.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                            | <div><div><b>Elvish Visionary</b><div>1G</div></div><div>Creature -- Elf Shaman</div><div>When this creature enters, draw a card.</div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                             | <div><div><b>Elvish Visionary</b><div>1G</div></div><div>Creature -- Elf Shaman</div><div>When this creature enters, draw a card.</div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                             | <div><div><b>Elvish Visionary</b><div>1G</div></div><div>Creature -- Elf Shaman</div><div>When this creature enters, draw a card.</div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Elvish Visionary</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Elf Shaman</div><div>When this creature enters, draw a card.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           | <div><div><div>Flooded Strand</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Flooded Strand</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Flooded Strand</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Flooded Strand</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                             | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                             | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                             |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                       | <div>Gideon, Ally of Zendikar 2WW</div> <div>Legendary Planeswalker -- Gideon</div> <div>[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.</div> <div>[0]: Create a 2/2 white Knight Ally creature token.</div> <div>[-4]: You get an emblem with "Creatures you control get +1/+1."</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Gideon, Ally of Zendikar 2WW</div> <div>Legendary Planeswalker -- Gideon</div> <div>[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.</div> <div>[0]: Create a 2/2 white Knight Ally creature token.</div> <div>[-4]: You get an emblem with "Creatures you control get +1/+1."</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Hangarback Walker XX</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.</div> <div>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.</div> <div>{1}, {T}: Put a +1/+1 counter on this creature.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                           |
| <div>Hangarback Walker XX</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.</div> <div>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.</div> <div>{1}, {T}: Put a +1/+1 counter on this creature.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Hangarback Walker XX</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.</div> <div>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.</div> <div>{1}, {T}: Put a +1/+1 counter on this creature.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                            | <div>Hangarback Walker XX</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.</div> <div>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.</div> <div>{1}, {T}: Put a +1/+1 counter on this creature.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                            | <div>Kiora, Master of the Depths 2GU</div> <div>Legendary Planeswalker -- Kiora</div> <div>[+1]: Untap up to one target creature and up to one target land.</div> <div>[-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.</div> <div>[-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.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - btwise - 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 3/10 - 8 cards - 2.5 x 3.5 in each

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Lumbering Falls</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {G} or {U}.</p> <p>{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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                         | <div>Lumbering Falls</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {G} or {U}.</p> <p>{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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Nissa, Vastwood Seer 26</div> <div>Legendary Creature -- Elf Scout</div> <div> <p>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.</p> </div> <div> <div>2/2</div> <div>BACK FACE</div> </div> <div>Nissa, Sage Animist</div> <div>Legendary Planeswalker -- Nissa</div> <div> <p>[+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.</p> <p>[-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token.</p> <p>[-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Nissa, Vastwood Seer 26</div> <div>Legendary Creature -- Elf Scout</div> <div> <p>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.</p> </div> <div> <div>2/2</div> <div>BACK FACE</div> </div> <div>Nissa, Sage Animist</div> <div>Legendary Planeswalker -- Nissa</div> <div> <p>[+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.</p> <p>[-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token.</p> <p>[-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div>Pearl Lake Ancient 5UU</div> <div>Creature -- Leviathan</div> <div> <p>Flash</p> <p>This spell can't be countered.</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>Return three lands you control to their owner's hand: Return this creature to its owner's hand.</p> </div> <div> <div>6/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                  | <div>Plains</div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div>Plains</div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

Playtest cards - btwise - 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 4/10 - 8 cards - 2.5 x 3.5 in each

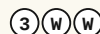
## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Planar Outburst



## Sorcery

Destroy all nonland creatures.  
Awaken 4--{5}{W}{W}{W} (If you cast this spell for {5}{W}{W}{W}, also put four +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

## Prairie Stream

Land -- Plains Island

(**{T}**: Add **{W}** or **{U}**.)  
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

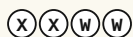
## Prairie Stream

Land -- Plains Island

(**{T}**: Add **{W}** or **{U}**.)  
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Quarantine Field**    (X)(X)(W)(W)



## Enchantment

This enchantment enters with X isolation counters on it. When this enchantment enters, for each isolation counter on it, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield.

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 ①⑥



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

## Retreat to Emeria (3W)



Enchantment

Landfall -- Whenever a land you control enters, choose one --

- \* Create a 1/1 white Kor Ally creature token.
- \* Creatures you control get +1/+1 until end of turn.

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| <div><div>Retreat to Emerica<div><div>3</div><div>W</div></div></div><div>Enchantment</div><div>Landfall -- Whenever a land you control enters, choose one --<br/>* Create a 1/1 white Kor Ally creature token.<br/>* Creatures you control get +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Retreat to Emerica<div><div>3</div><div>W</div></div></div><div>Enchantment</div><div>Landfall -- Whenever a land you control enters, choose one --<br/>* Create a 1/1 white Kor Ally creature token.<br/>* Creatures you control get +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Retreat to Emerica<div><div>3</div><div>W</div></div></div><div>Enchantment</div><div>Landfall -- Whenever a land you control enters, choose one --<br/>* Create a 1/1 white Kor Ally creature token.<br/>* Creatures you control get +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Secure the Wastes<div><div>X</div><div>W</div></div></div><div>Instant</div><div>Create X 1/1 white Warrior creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     |
| <div><div>Secure the Wastes<div><div>X</div><div>W</div></div></div><div>Instant</div><div>Create X 1/1 white Warrior creature tokens.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div>Silkwrap<div><div>1</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Silkwrap<div><div>1</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Silkwrap<div><div>1</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Silkwrap</div><div>Enchantment</div><div>When this enchantment enters, exile target creature with mana value 3 or less an opponent controls until this enchantment leaves the battlefield. (That creature returns under its owner's control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stasis Snare</div><div>Enchantment</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stasis Snare</div><div>Enchantment</div><div>Flash (You may cast this spell any time you could cast an instant.)<br/>When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Valor in Akros</div><div>Enchantment</div><div>Whenever a creature you control enters, creatures you control get +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  |
| <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

3 W W

Flying  
Raid -- When this creature enters,  
if you attacked this turn, create a  
3/4 white Bird creature token with  
flying.  
Whenever this creature attacks, you  
gain 1 life for each attacking  
creature.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ W W

Flying  
Raid -- When this creature enters,  
if you attacked this turn, create a  
3/4 white Bird creature token with  
flying.  
Whenever this creature attacks, you  
gain 1 life for each attacking  
creature.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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 PLAY botbox.dev

## 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 PLAY botbox.dev

W

Exile target enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{G}, Sacrifice a creature: Reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order.

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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{G}, Sacrifice a creature: Reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Negate</b> (1)(U)</p> <p>Instant</p> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                        | <p><b>Oblivion Sower</b> (6)</p> <p>Creature -- Eldrazi</p> <p>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.</p> <p>[sideboard]</p> <p>5/8</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Orbs of Warding</b> (5)</p> <p>Artifact</p> <p>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>If a creature would deal damage to you, prevent 1 of that damage.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Retreat to Kazandu</b> (2)(G)</p> <p>Enchantment</p> <p>Landfall -- Whenever a land you control enters, choose one --</p> <p>* Put a +1/+1 counter on target creature.</p> <p>* You gain 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Retreat to Kazandu</b> (2)(G)</p> <p>Enchantment</p> <p>Landfall -- Whenever a land you control enters, choose one --</p> <p>* Put a +1/+1 counter on target creature.</p> <p>* You gain 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Surge of Righteousness</b> (1)(W)</p> <p>Instant</p> <p>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                              | <p><b>Surge of Righteousness</b> (1)(W)</p> <p>Instant</p> <p>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                         | <p><b>Surge of Righteousness</b> (1)(W)</p> <p>Instant</p> <p>Destroy target black or red creature that's attacking or blocking. You gain 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                      |

Playtest cards - btwise - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <div> <b>Surge of Righteousness</b> <div> <div>1</div> <div>W</div> </div> </div> <div> Instant </div> <div> Destroy target black or red creature that's attacking or blocking. You gain 2 life. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Valorous Stance</b> <div> <div>1</div> <div>W</div> </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</li> <li>* Destroy target creature with toughness 4 or greater.</li> </ul> </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Valorous Stance</b> <div> <div>1</div> <div>W</div> </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</li> <li>* Destroy target creature with toughness 4 or greater.</li> </ul> </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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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