

Blighted Woodland

Land

{T}: Add {C}.
{3}{G}, {T}, Sacrifice this land:
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

Canopy Vista

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Canopy Vista

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Canopy Vista

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel

U

Instant

Counter target instant spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel

U

Instant

Counter target instant spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Visionary

① ⑥

Creature -- Elf Shaman

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Visionary

① ⑥

Creature -- Elf Shaman

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Visionary 1 6 Creature -- Elf Shaman When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Visionary 1 6 Creature -- Elf Shaman When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAY botbox.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 PLAY botbox.dev	Knight of the White Orchid Creature -- Human Knight First strike When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nissa, Vastwood Seer 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Vastwood Seer 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Vastwood Seer 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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, 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, 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	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Comebackkid - 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

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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

Retreat to Emeria (3) (W)

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Retreat to Emerica 3 W 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Retreat to Emerica 3 W 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Secure the Wastes X W Instant Create X 1/1 white Warrior creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Secure the Wastes X W Instant Create X 1/1 white Warrior creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Silkwrap 1 W Enchantment 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silkwrap 1 W Enchantment 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silkwrap 1 W Enchantment 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silkwrap 1 W Enchantment 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stasis Snare 1 W W Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stasis Snare 1 W W Enchantment Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wingmate Roc 3 W W Creature -- Bird 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 PLAYbotbox.dev	Wingmate Roc 3 W W Creature -- Bird 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 PLAYbotbox.dev

Wingmate Roc 3 W W Creature -- Bird 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	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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Den Protector 1 G Creature -- Human Warrior Creatures with power less than this creature's power can't block it. Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, return target card from your graveyard to your hand. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Den Protector 1 G Creature -- Human Warrior Creatures with power less than this creature's power can't block it. Megamorph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.) When this creature is turned face up, return target card from your graveyard to your hand. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dromoka's Command G W Instant Choose two -- * Prevent all damage target instant or sorcery spell would deal this turn. * Target player sacrifices an enchantment of their choice. * Put a +1/+1 counter on target creature. * Target creature you control fights target creature you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Erase W Instant Exile target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Comebackkid - 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 8/10 - 8 cards - 2.5 x 3.5 in each

Erase W Instant Exile target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolutionary Leap 1G Enchantment {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 PLAYbotbox.dev	Evolutionary Leap 1G Enchantment {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 PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Planar Outburst 3WW 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surge of Righteousness 1W Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surge of Righteousness 1W Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surge of Righteousness 1W Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Surge of Righteousness 1 W Instant Destroy target black or red creature that's attacking or blocking. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valorous Stance 1 W Instant Choose one -- * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Destroy target creature with toughness 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valorous Stance 1 W Instant Choose one -- * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Destroy target creature with toughness 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	