

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	Explosive Vegetation 36 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 36 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 36 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

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	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
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	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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

④

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

④

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

④

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

④

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

① ②

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

① ②

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

① ② G

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa's Renewal 56 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 56 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 56 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 56 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	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

Playtest cards - mtycomics - 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

Rattleclaw Mystic 1 6 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 PLAYbotbox.dev	Rattleclaw Mystic 1 6 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 PLAYbotbox.dev	Rattleclaw Mystic 1 6 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Shrine of the Forsaken Gods Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless spells. Activate only if you control seven or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shrine of the Forsaken Gods Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless spells. Activate only if you control seven or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shrine of the Forsaken Gods

Land

{T}: Add {C}.
{T}: Add {C}{C}. Spend this mana
only to cast colorless spells.
Activate only if you control seven
or more lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shrine of the Forsaken Gods

Land

{T}: Add {C}.
{T}: Add {C}{C}. Spend this mana
only to cast colorless spells.
Activate only if you control seven
or more lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tomb of the Spirit Dragon

Land

{T}: Add {C}.
{2}, {T}: You gain 1 life for each colorless creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tomb of the Spirit Dragon

Land

```
{T}: Add {C}.
{2}, {T}: You gain 1 life for each
colorless creature you control.
```

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

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

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	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
Gaea's Revenge 566 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 566 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	Jaddi Offshoot 6 Creature -- Plant Defender Landfall -- Whenever a land you control enters, you gain 1 life. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jaddi Offshoot 6 Creature -- Plant Defender Landfall -- Whenever a land you control enters, you gain 1 life. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jaddi Offshoot ⑥ Creature -- Plant Defender Landfall -- Whenever a land you control enters, you gain 1 life. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jaddi Offshoot ⑥ Creature -- Plant Defender Landfall -- Whenever a land you control enters, you gain 1 life. [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plummet ①⑥ Instant Destroy target creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plummet ①⑥ Instant Destroy target creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Retreat to Kazandu ②⑥ Enchantment Landfall -- Whenever a land you control enters, choose one -- * Put a +1/+1 counter on target creature. * You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Void Winnower ⑨ Creature -- Eldrazi Your opponents can't cast spells with even mana values. (Zero is even.) Your opponents can't block with creatures with even mana values. [sideboard] 11/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whisperwood Elemental ③⑥⑥ 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." [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Playtest cards - mtycomics - 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

Winds of Qal Sisma 1 6 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 PLAY botbox.dev	Winds of Qal Sisma 1 6 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 PLAY botbox.dev	Winds of Qal Sisma 1 6 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 PLAY botbox.dev	

Playtest cards - mtycomics - 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 10/10 - 3 cards - 2.5 x 3.5 in each