

Beastcaller Savant 16 Creature -- Elf Shaman Ally Haste {T}: Add one mana of any color. Spend this mana only to cast a creature spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beastcaller Savant 16 Creature -- Elf Shaman Ally Haste {T}: Add one mana of any color. Spend this mana only to cast a creature spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beastcaller Savant 16 Creature -- Elf Shaman Ally Haste {T}: Add one mana of any color. Spend this mana only to cast a creature spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beastcaller Savant 16 Creature -- Elf Shaman Ally Haste {T}: Add one mana of any color. Spend this mana only to cast a creature spell. 1/1 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	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	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

Endless One Creature -- Eldrazi This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endless One Creature -- Eldrazi This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endless One Creature -- Eldrazi This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endless One Creature -- Eldrazi This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Exert Influence Sorcery Converge -- Gain control of target creature if its power is less than or equal to the number of colors of mana spent to cast this spell. 4U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exert Influence Sorcery Converge -- Gain control of target creature if its power is less than or equal to the number of colors of mana spent to cast this spell. 4U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exert Influence Sorcery Converge -- Gain control of target creature if its power is less than or equal to the number of colors of mana spent to cast this spell. 4U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exert Influence Sorcery Converge -- Gain control of target creature if its power is less than or equal to the number of colors of mana spent to cast this spell. 4U 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	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	Infuse with the Elements Instant Converge -- Put X +1/+1 counters on target creature, where X is the number of colors of mana spent to cast this spell. That creature gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infuse with the Elements Instant Converge -- Put X +1/+1 counters on target creature, where X is the number of colors of mana spent to cast this spell. That creature gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Infuse with the Elements Instant Converge -- Put X +1/+1 counters on target creature, where X is the number of colors of mana spent to cast this spell. That creature gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Infuse with the Elements ③⑥ Instant Converge -- Put X +1/+1 counters on target creature, where X is the number of colors of mana spent to cast this spell. That creature gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) 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 ②⑥① 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 ②⑥① 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	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 PLAYbotbox.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 PLAYbotbox.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.

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Managorger Hydra

2 G

Creature -- Hydra

Trample
Whenever a player casts a spell, put
a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Managorger Hydra

2G

Creature -- Hydra

Trample
Whenever a player casts a spell, put
a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

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

Radiant Flames

②③

Sorcery

Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell.

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②R

Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell.

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3 R W

Rally -- Whenever this creature or another Ally you control enters, creatures you control gain double strike until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R W

Rally -- Whenever this creature or another Ally you control enters, creatures you control gain double strike until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G U

Flying
Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it.

0/0

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X G U

Flying
Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it.

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Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Swamp Mountain

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

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

Smoldering Marsh

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunken Hollow

Land -- Island Swamp

([T]: Add [U] or [B].)
This land enters tapped unless you
control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunken Hollow

Land - - Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Sorcery

Search your library for a land card,
reveal it, put it into your hand,
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Sorcery

Search your library for a land card,
reveal it, put it into your hand,
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① G

Sorcery

Search your library for a land card,
reveal it, put it into your hand,
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Sorcery

Search your library for a land card,
reveal it, put it into your hand,
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woodland Wanderer 36 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 PLAY botbox.dev	Woodland Wanderer 36 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 PLAY botbox.dev	Woodland Wanderer 36 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 PLAY botbox.dev	Woodland Wanderer 36 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 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.) [sideboard] 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deathless Behemoth 6 Creature -- Eldrazi Vigilance Sacrifice two Eldrazi Scions: Return this card from your graveyard to your hand. Activate only as a sorcery. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonmaster Outcast R Creature -- Human Shaman At the beginning of your upkeep, if you control six or more lands, create a 5/5 red Dragon creature token with flying. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - snakeboi - 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

Encase in Ice 1U Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant red or green creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enlightened Ascetic 1W Creature -- Cat Monk When this creature enters, you may destroy target enchantment. [sideboard] 1/1 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
Fortified Rampart 1W Creature -- Wall Defender [sideboard] 0/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gideon's Reproach 1W Instant Gideon's Reproach deals 4 damage to target attacking or blocking creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horribly Awry 1U Instant Devoid (This card has no color.) Counter target creature spell with mana value 4 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Retreat to Emerica 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roast 1 R Sorcery Roast deals 5 damage to target creature without flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roil Spout 1 W U Sorcery Put target creature on top of its owner's library. Awaken 4--{4}{W}{U} (If you cast this spell for {4}{W}{U}, 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 PLAY botbox.dev	Suspension Field 1 W Enchantment When this enchantment enters, you may exile target creature with toughness 3 or greater until this enchantment leaves the battlefield. (That creature returns under its owner's control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	