

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	Elvish Visionary (1)(G) Creature -- Elf Shaman When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Visionary (1)(G) Creature -- Elf Shaman When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elvish Visionary (1)(G) Creature -- Elf Shaman When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive Vegetation (3)(G) 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 (3)(G) 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 (3)(G) 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 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
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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	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
Haven of the Spirit Dragon Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a Dragon creature spell. {2}, {T}, Sacrifice this land: Return target Dragon creature card or Ugin planeswalker card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hedron Archive Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hedron Archive Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Map the Wastes Sorcery Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Map the Wastes 26 Sorcery Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Map the Wastes 26 Sorcery Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
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Nissa's Renewal 5 6 Sorcery Search your library for up to three basic land cards, put them onto the battlefield tapped, then shuffle. You gain 7 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
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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 PLAY hotbox.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 bothox.dev

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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

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Conduit of Ruin ⑥ Creature -- Eldrazi When you cast this spell, you may search your library for a colorless creature card with mana value 7 or greater, reveal it, then shuffle and put that card on top. The first creature spell you cast each turn costs {2} less to cast. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conduit of Ruin ⑥ Creature -- Eldrazi When you cast this spell, you may search your library for a colorless creature card with mana value 7 or greater, reveal it, then shuffle and put that card on top. The first creature spell you cast each turn costs {2} less to cast. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conduit of Ruin ⑥ Creature -- Eldrazi When you cast this spell, you may search your library for a colorless creature card with mana value 7 or greater, reveal it, then shuffle and put that card on top. The first creature spell you cast each turn costs {2} less to cast. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Atarka ⑤⑨⑩ 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. [sideboard] 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. [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hedron Archive (4) Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hedron Archive (4) Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jaddi Offshoot (G) 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
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Playtest cards - Brener - 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	