

Animist's Awakening X G Sorcery Reveal the top X cards of your library. Put all land cards from among them onto the battlefield tapped and the rest on the bottom of your library in a random order. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, untap those lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Animist's Awakening X G Sorcery Reveal the top X cards of your library. Put all land cards from among them onto the battlefield tapped and the rest on the bottom of your library in a random order. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, untap those lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev
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Crater's Claws Sorcery Crater's Claws deals X damage to any target. Ferocious -- Crater's Claws deals X plus 2 damage instead if you control a creature with power 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonmaster Outcast 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. 1/1 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

Playtest cards - Camarion - Standard (Standard Daily Swiss)

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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⊗ ⊗

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

{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

2G

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

2 G

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

② ⑥

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ W W

Destroy all nonland creatures.
Awaken 4--{{W}}{W}{W} (If you cast this spell for {{W}}{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

Reclaim Instant Put target card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Retreat to Kazandu Enchantment Landfall -- Whenever a land you control enters, choose one -- * Put a +1/+1 counter on target creature. * You gain 2 life. 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	Seek the Wilds Sorcery Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Seek the Wilds Sorcery Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seek the Wilds Sorcery Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	See the Unwritten Sorcery Reveal the top eight cards of your library. You may put a creature card from among them onto the battlefield. Put the rest into your graveyard. Ferocious -- If you control a creature with power 4 or greater, you may put two creature cards onto the battlefield instead of one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	See the Unwritten Sorcery Reveal the top eight cards of your library. You may put a creature card from among them onto the battlefield. Put the rest into your graveyard. Ferocious -- If you control a creature with power 4 or greater, you may put two creature cards onto the battlefield instead of one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

4 G G

Reveal the top eight cards of your library. You may put a creature card from among them onto the battlefield. Put the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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

① ⑥

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

8

[+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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

10

When you cast this spell, exile two target permanents.

Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.

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1 G G

If damage would be dealt to this creature while it has a +1/+1 counter on it, prevent that damage and remove a +1/+1 counter from this creature.

Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undergrowth Champion ①⑥⑥ Creature -- Elemental If damage would be dealt to this creature while it has a +1/+1 counter on it, prevent that damage and remove a +1/+1 counter from this creature. Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undergrowth Champion ①⑥⑥ Creature -- Elemental If damage would be dealt to this creature while it has a +1/+1 counter on it, prevent that damage and remove a +1/+1 counter from this creature. Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undergrowth Champion ①⑥⑥ Creature -- Elemental If damage would be dealt to this creature while it has a +1/+1 counter on it, prevent that damage and remove a +1/+1 counter from this creature. Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 2/2 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. 11/9 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Ainok Survivalist1G Creature -- Dog Shaman 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, destroy target artifact or enchantment an opponent controls. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ainok Survivalist1G Creature -- Dog Shaman 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, destroy target artifact or enchantment an opponent controls. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Den Protector1G 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 PLAYbotbox.dev	Dragonmaster OutcastR 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 PLAYbotbox.dev

Gaea's Revenge (3)(G)(G) 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	Greenwarden of Murasa (4)(G)(G) Creature -- Elemental When this creature enters, you may return target card from your graveyard to your hand. When this creature dies, you may exile it. If you do, return target card from your graveyard to your hand. [sideboard] 5/4 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	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
Planar Outburst (3)(W)(W) 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 PLAY botbox.dev	Planar Outburst (3)(W)(W) 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 PLAY botbox.dev	Radiant Flames (2)(R) Sorcery Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Radiant Flames (2)(R) Sorcery Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Radiant Flames

(2)(R)

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

See the Unwritten

(4)(G)(G)

Sorcery

Reveal the top eight cards of your library. You may put a creature card from among them onto the battlefield. Put the rest into your graveyard.
Ferocious -- If you control a creature with power 4 or greater, you may put two creature cards onto the battlefield instead of one.

[sideboard]

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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

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