

Clever Impersonator 2 U U Creature -- Shapeshifter You may have this creature enter as a copy of any nonland permanent on the battlefield. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clever Impersonator 2 U U Creature -- Shapeshifter You may have this creature enter as a copy of any nonland permanent on the battlefield. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dig Through Time 6 U U Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dig Through Time 6 U U Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. 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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa's Pilgrimage26 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
Nissa's Pilgrimage26 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	Nissa's Pilgrimage26 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	Nissa's Renewal56 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 PLAYbotbox.dev	Nissa's Renewal56 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 PLAYbotbox.dev

Nissa, Vastwood Seer2G 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 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 PLAYbotbox.dev	Nissa, Vastwood Seer2G 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 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 PLAYbotbox.dev	Part the Waterveil4UU Sorcery Take an extra turn after this one. Exile Part the Waterveil. Awaken 6--6UUUU (If you cast this spell for 6UUUU, also put six +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 PLAYbotbox.dev	Part the Waterveil4UU Sorcery Take an extra turn after this one. Exile Part the Waterveil. Awaken 6--6UUUU (If you cast this spell for 6UUUU, also put six +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 PLAYbotbox.dev
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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	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 botbox.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 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	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	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

The Great Aurora 6GGG Sorcery Each player shuffles all cards from their hand and all permanents they own into their library, then draws that many cards. Each player may put any number of land cards from their hand onto the battlefield. Exile The Great Aurora. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Great Aurora 6GGG Sorcery Each player shuffles all cards from their hand and all permanents they own into their library, then draws that many cards. Each player may put any number of land cards from their hand onto the battlefield. Exile The Great Aurora. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treasure Cruise 7U Sorcery Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards. 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

Playtest cards - Scalli323 - 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 7/10 - 8 cards - 2.5 x 3.5 in each

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.	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.	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.	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.
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Dispel ① Instant Counter target instant spell. [sideboard]	Dispel ① Instant Counter target instant spell. [sideboard]	Dispel ① Instant Counter target instant spell. [sideboard]	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]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	8/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Revenge (5)(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
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	Kiora, Master of the Depths (2)(G)(U) 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. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kiora, Master of the Depths (2)(G)(U) 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. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whisperwood Elemental 3 G G 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	
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