

Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chemister's Insight3U Instant Draw two cards. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chemister's Insight3U Instant Draw two cards. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chemister's Insight3U Instant Draw two cards. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Entrancing MelodyXUU Sorcery Gain control of target creature with mana value X. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Entrancing Melody X U U Sorcery Gain control of target creature with mana value X. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Entrancing Melody X U U Sorcery Gain control of target creature with mana value X. 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	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	Frilled MysticGGUU Creature -- Elf Lizard Wizard Flash When this creature enters, you may counter target spell. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Frilled MysticGGUU Creature -- Elf Lizard Wizard Flash When this creature enters, you may counter target spell. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frilled MysticGGUU Creature -- Elf Lizard Wizard Flash When this creature enters, you may counter target spell. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frilled MysticGGUU Creature -- Elf Lizard Wizard Flash When this creature enters, you may counter target spell. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroid Krasis ⓧⓖⓈ Creature -- Jellyfish Hydra Beast When you cast this spell, you gain half X life and draw half X cards. Round down each time. Flying, trample This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hydroid Krasis ⓧⓖⓈ Creature -- Jellyfish Hydra Beast When you cast this spell, you gain half X life and draw half X cards. Round down each time. Flying, trample This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroid Krasis ⓧⓖⓈ Creature -- Jellyfish Hydra Beast When you cast this spell, you gain half X life and draw half X cards. Round down each time. Flying, trample This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroid Krasis ⓧⓖⓈ Creature -- Jellyfish Hydra Beast When you cast this spell, you gain half X life and draw half X cards. Round down each time. Flying, trample This creature enters with X +1/+1 counters on it. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Incubation Druid ⓧⓖ Creature -- Elf Druid {T}: Add one mana of any type that a land you control could produce. If this creature has a +1/+1 counter on it, add three mana of that type instead. {3}{G}{G}: Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Incubation Druid 1 6 Creature -- Elf Druid {T}: Add one mana of any type that a land you control could produce. If this creature has a +1/+1 counter on it, add three mana of that type instead. {3}{G}{G} : Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incubation Druid 1 6 Creature -- Elf Druid {T}: Add one mana of any type that a land you control could produce. If this creature has a +1/+1 counter on it, add three mana of that type instead. {3}{G}{G} : Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incubation Druid 1 6 Creature -- Elf Druid {T}: Add one mana of any type that a land you control could produce. If this creature has a +1/+1 counter on it, add three mana of that type instead. {3}{G}{G} : Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.) 0/2 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	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	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mass Manipulation Sorcery Gain control of X target creatures and/or planeswalkers. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mass Manipulation Sorcery Gain control of X target creatures and/or planeswalkers. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mass Manipulation (X)(X)(U)(U)(U)(U) Sorcery Gain control of X target creatures and/or planeswalkers. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memorial to Genius Land This land enters tapped. {T}: Add {U}. {4}{U}, {T}, Sacrifice this land: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memorial to Genius Land This land enters tapped. {T}: Add {U}. {4}{U}, {T}, Sacrifice this land: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Who Shakes the World (3)(G)(G) Legendary Planeswalker -- Nissa Whenever you tap a Forest for mana, add an additional {G}. [+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land. [-8]: You get an emblem with "Lands you control have indestructible." Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nissa, Who Shakes the World (3)(G)(G) Legendary Planeswalker -- Nissa Whenever you tap a Forest for mana, add an additional {G}. [+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land. [-8]: You get an emblem with "Lands you control have indestructible." Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Who Shakes the World (3)(G)(G) Legendary Planeswalker -- Nissa Whenever you tap a Forest for mana, add an additional {G}. [+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land. [-8]: You get an emblem with "Lands you control have indestructible." Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Who Shakes the World (3)(G)(G) Legendary Planeswalker -- Nissa Whenever you tap a Forest for mana, add an additional {G}. [+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land. [-8]: You get an emblem with "Lands you control have indestructible." Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Paradise Druid (1)(G) Creature -- Elf Druid This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.) {T}: Add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - coert - Standard (Standard League)

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

Paradise Druid 16 Creature -- Elf Druid This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.) {T}: Add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Paradise Druid 16 Creature -- Elf Druid This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.) {T}: Add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Paradise Druid 16 Creature -- Elf Druid This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.) {T}: Add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ugin, the Ineffable 6 Legendary Planeswalker -- Ugin Colorless spells you cast cost {2} less to cast. [+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand. [-3]: Destroy target permanent that's one or more colors. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Carnage Tyrant 466 Creature -- Dinosaur This spell can't be countered. Trample, hexproof [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carnage Tyrant 466 Creature -- Dinosaur This spell can't be countered. Trample, hexproof [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G G

[sidebar]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G G

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5GG

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①⑥

[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrashing Brontodon 1GG Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrashing Brontodon 1GG Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrashing Brontodon 1GG Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
---	---	---	--