

Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blink of an Eye 1U Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blink of an Eye 1U Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blink of an Eye 1U Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card. 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

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Chemister's Insight 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 PLAY botbox.dev	Chemister's Insight 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 PLAY botbox.dev	Chemister's Insight 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 PLAY botbox.dev	Chemister's Insight 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 PLAY botbox.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
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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Narset, Parter of Veils 1UU Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Narset, Parter of Veils (1)(U)(U) Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Narset, Parter of Veils (1)(U)(U) Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nexus of Fate (5)(U)(U) Instant Take an extra turn after this one. If Nexus of Fate would be put into a graveyard from anywhere, reveal Nexus of Fate and shuffle it into its owner's library instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nexus of Fate (5)(U)(U) Instant Take an extra turn after this one. If Nexus of Fate would be put into a graveyard from anywhere, reveal Nexus of Fate and shuffle it into its owner's library instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Root Snare 1 6 Instant Prevent all combat damage that would be dealt this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search for Azcanta 1 U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) BACK FACE Azcanta, the Sunken Ruin LEGENDARY LAND (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland 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	Search for Azcanta 1 U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) BACK FACE Azcanta, the Sunken Ruin LEGENDARY LAND (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland 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	Search for Azcanta 1 U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) BACK FACE Azcanta, the Sunken Ruin LEGENDARY LAND (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland 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
Simic Guildgate Land -- Gate This land enters tapped. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo, Collector of Tales 2 6 U Legendary Planeswalker -- Tamiyo Spells and abilities your opponents control can't cause you to discard cards or sacrifice permanents. [+1]: Choose a nonland card name, then reveal the top four cards of your library. Put all cards with the chosen name from among them into your hand and the rest into your graveyard. [-3]: Return target card from your graveyard to your hand. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo, Collector of Tales 2 6 U Legendary Planeswalker -- Tamiyo Spells and abilities your opponents control can't cause you to discard cards or sacrifice permanents. [+1]: Choose a nonland card name, then reveal the top four cards of your library. Put all cards with the chosen name from among them into your hand and the rest into your graveyard. [-3]: Return target card from your graveyard to your hand. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo, Collector of Tales 2 6 U Legendary Planeswalker -- Tamiyo Spells and abilities your opponents control can't cause you to discard cards or sacrifice permanents. [+1]: Choose a nonland card name, then reveal the top four cards of your library. Put all cards with the chosen name from among them into your hand and the rest into your graveyard. [-3]: Return target card from your graveyard to your hand. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - poles - 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

Wilderness Reclamation (3)(G) Enchantment At the beginning of your end step, untap all lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wilderness Reclamation (3)(G) Enchantment At the beginning of your end step, untap all lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wilderness Reclamation (3)(G) Enchantment At the beginning of your end step, untap all lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wilderness Reclamation (3)(G) Enchantment At the beginning of your end step, untap all lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Biogenic Ooze (3)(G)(G) Creature -- Ooze When this creature enters, create a 2/2 green Ooze creature token. At the beginning of your end step, put a +1/+1 counter on each Ooze you control. {1}{G}{G}{G}: Create a 2/2 green Ooze creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Biogenic Ooze (3)(G)(G) Creature -- Ooze When this creature enters, create a 2/2 green Ooze creature token. At the beginning of your end step, put a +1/+1 counter on each Ooze you control. {1}{G}{G}{G}: Create a 2/2 green Ooze creature token. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forced Landing (1)(G) Instant Put target creature with flying on the bottom of its owner's library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forced Landing (1)(G) Instant Put target creature with flying on the bottom of its owner's library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thorn Lieutenant 16 Creature -- Elf Warrior Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Thorn Lieutenant 16 Creature -- Elf Warrior Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Thorn Lieutenant 16 Creature -- Elf Warrior Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td></td></td></td>	Thorn Lieutenant 16 Creature -- Elf Warrior Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Thorn Lieutenant 16 Creature -- Elf Warrior Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td></td></td>	Thorn Lieutenant 16 Creature -- Elf Warrior Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td></td>	