

Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Buried in the Garden 2GW Enchantment -- Aura Enchant land When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield. Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Buried in the Garden 2GW Enchantment -- Aura Enchant land When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield. Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Buried in the Garden 2GW Enchantment -- Aura Enchant land When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield. Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Buried in the Garden 2GW Enchantment -- Aura Enchant land When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield. Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Clifftop Lookout ②⑥ Creature -- Frog Scout Reach When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Lookout ②⑥ Creature -- Frog Scout Reach When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Lookout ②⑥ Creature -- Frog Scout Reach When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clifftop Lookout ②⑥ Creature -- Frog Scout Reach When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fecund Greenshell ③⑥⑥ Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fecund Greenshell ③⑥⑥ Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fecund Greenshell ③⑥⑥ Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fecund Greenshell ③⑥⑥ Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 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
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	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Genesis Wave Sorcery Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Genesis Wave Sorcery Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Genesis Wave Sorcery Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Genesis Wave Sorcery Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hushwood Verge Land { T } : Add { G } . { T } : Add { W } . Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushwood Verge Land { T } : Add { G } . { T } : Add { W } . Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushwood Verge Land { T } : Add { G } . { T } : Add { W } . Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushwood Verge Land { T } : Add { G } . { T } : Add { W } . Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Invasion of Zendikar 3 6 Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. D 3 BACK FACE Awakened Skyclave Creature -- Elemental Vigilance, haste As long as this creature is on the battlefield, it's a land in addition to its other types. { T } : Add one mana of any color. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Zendikar 3 6 Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. D 3 BACK FACE Awakened Skyclave Creature -- Elemental Vigilance, haste As long as this creature is on the battlefield, it's a land in addition to its other types. { T } : Add one mana of any color. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves 6 Creature -- Elf Druid { T } : Add { G } . 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves 6 Creature -- Elf Druid { T } : Add { G } . 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Boyer, Robert - Standard (\$10K RCQ - Standard - SCG CON Columbus - Saturd

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

You may play an additional land on each of your turns.

[4]{G}{G}, [T]: Look at the top six cards of your library. You may reveal a creature card with mana value less than or equal to the number of lands you control from among them and put it onto the battlefield. Put the rest on the bottom in a random order.

 $\frac{1}{4}$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

You may play an additional land on each of your turns.

{4}{G}{G}, {T}: Look at the top six cards of your library. You may reveal a creature card with mana value less than or equal to the number of lands you control from among them and put it onto the battlefield. Put the rest on the bottom in a random order.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯ ⑰ ⑱ ⑲ ⑳ ㉑ ㉒ ㉓ ㉔ ㉕ ㉖ ㉗ ㉘ ㉙ ㉚ ㉛ ㉜ ㉝ ㉞ ㉟ ㊱ ㊲ ㊳ ㊴ ㊵ ㊶ ㊷ ㊸ ㊹ ㊺ ㊻ ㊼ ㊽ ㊾ ㊿

You may play an additional land on each of your turns.

{4}{6}{G}, {T}: Look at the top six cards of your library. You may reveal a creature card with mana value less than or equal to the number of lands you control from among them and put it onto the battlefield. Put the rest on the bottom in a random order.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)

Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Possum Druid

2/2

Creature -- Possum Druid

2/2

Creature -- Possum Druid

2/2

Creature -- Possum Druid

2/2

Legendary Planeswalker -- Vivien

L 5

Vivien Reid 3GG Legendary Planeswalker -- Vivien [+1]: 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 a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrenn and Realmbreaker 1GG Legendary Planeswalker -- Wrenn Lands you control have "{T}: Add one mana of any color." [+1]: Up to one target land you control becomes a 3/3 Elemental creature with vigilance, hexproof, and haste until your next turn. It's still a land. [-2]: Mill three cards. You may put a permanent card from among the milled cards into your hand. [-7]: You get an emblem with "You may play lands and cast permanent spells from your graveyard." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrenn and Realmbreaker 1GG Legendary Planeswalker -- Wrenn Lands you control have "{T}: Add one mana of any color." [+1]: Up to one target land you control becomes a 3/3 Elemental creature with vigilance, hexproof, and haste until your next turn. It's still a land. [-2]: Mill three cards. You may put a permanent card from among the milled cards into your hand. [-7]: You get an emblem with "You may play lands and cast permanent spells from your graveyard." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrenn and Realmbreaker 1GG Legendary Planeswalker -- Wrenn Lands you control have "{T}: Add one mana of any color." [+1]: Up to one target land you control becomes a 3/3 Elemental creature with vigilance, hexproof, and haste until your next turn. It's still a land. [-2]: Mill three cards. You may put a permanent card from among the milled cards into your hand. [-7]: You get an emblem with "You may play lands and cast permanent spells from your graveyard." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Pawpatch Formation Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pawpatch Formation Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pawpatch Formation Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Soul-Guide Lantern Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunfall Sorcery Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunfall Sorcery Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Frillback Creature -- Dinosaur When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many -- * Destroy target artifact or enchantment. * Exile target player's graveyard. * You gain 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tranquil Frillback

②⑥

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- * Destroy target artifact or enchantment.
- * Exile target player's graveyard.
- * You gain 4 life.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Tranquil Frillback

②⑥

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- * Destroy target artifact or enchantment.
- * Exile target player's graveyard.
- * You gain 4 life.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Vivien Reid

③⑥⑥

Legendary Planeswalker -- Vivien

[+1]: 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 a random order.

[-3]: Destroy target artifact, enchantment, or creature with flying.

[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev