Ardyn, the Usurper {5}{B}{B}{B}

Legendary Creature -- Elder Human Noble

Demons you control have menace, lifelink, and haste.
Starscourge -- At the beginning of combat on your turn, exile up to one target creature card from a graveyard. If you exiled a card this way, create a token that's a copy of that card, except it's a 5/5 black Demon.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Awaken the Honored Dead {B}{G}{U}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Destroy target nonland permanent.
II -- Mill three cards.
III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Awaken the Honored Dead {B}{G}{U}

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(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
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II -- Mill three cards.
III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bitter Triumph {1}{B}

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Playtest cards - whiteknight019 - Sultai Reanimator (???3 / Standard Cup 3) sheet 1/10 - 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.

Breeding Pool

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({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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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 PLAY botbox.dev

Bringer of the Last Gift {6}{B}{B}

Creature -- Vampire Demon

Flying
When this creature enters, if you cast it, each player sacrifices all other creatures they control. Then each player returns all creature cards from their graveyard that weren't put there this way to the battlefield.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deceit {4}{U/B}{U/B}

Creature -- Elemental Incarnation

When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.
When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke {U/B}{U/B}

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreamroot Cascade

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Formidable Speaker {2}{G}

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Formidable Speaker {2}{G}

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - whiteknight019 - Sultai Reanimator (???3 / Standard Cup 3) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivious Bookworm {G}{U}

Creature -- Human Wizard

At the beginning of your end step, you may draw a card. If you do, discard a card unless a permanent entered the battlefield face down under your control this turn or you turned a permanent face up this turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb

Land -- Swamp Forest

({T}: Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - whiteknight019 - Sultai Reanimator (???3 / Standard Cup 3) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Professor Dellian Fel {2}{B}{G}

Legendary Planeswalker -- Dellian

[+2]: You gain 3 life.
[0]: You draw a card and lose 1 life.
[-3]: Destroy target creature.
[-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seasoned Cryomancer {1}{U}{U}

Creature -- Human Wizard

When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.
{3}{U}{U}, Exile this card from your graveyard: Draw two cards.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seasoned Cryomancer {1}{U}{U}

Creature -- Human Wizard

When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.
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{3}{U}{U}, Exile this card from your graveyard: Draw two cards.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Something Worth Saving {1}{G}

Instant

Mill four cards. You may put a permanent card from among them into your hand. You gain 1 life. (To mill four cards, put the top four cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Something Worth Saving {1}{G}

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Mill four cards. You may put a permanent card from among them into your hand. You gain 1 life. (To mill four cards, put the top four cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - whiteknight019 - Sultai Reanimator (???3 / Standard Cup 3) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Superior Spider-Man 2UB

Legendary Creature -- Spider Human Hero

Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.

4/4

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terror of the Peaks 3RR

Creature -- Dragon

Flying
Spells your opponents cast that target this creature cost an additional 3 life to cast.
Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terror of the Peaks 3RR

Creature -- Dragon

Flying
Spells your opponents cast that target this creature cost an additional 3 life to cast.
Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Theorist, Jace Beleren 2UU

Legendary Planeswalker -- Jace

At the beginning of each opponent's draw step, you draw a card.
[+1]: Create a 1/1 blue Illusion creature token.
[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.
[-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - whiteknight019 - Sultai Reanimator (???3 / Standard Cup 3) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Town Greeter (1)(G)

Creature -- Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Town Greeter (1)(G)

Creature -- Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Willowrush Verge

Land

{T}: Add {U}.
{T}: Add {G}. Activate only if you control a Forest or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Willowrush Verge

Land

{T}: Add {U}.
{T}: Add {G}. Activate only if you control a Forest or an Island.

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Willowrush Verge

Land

{T}: Add {U}.
{T}: Add {G}. Activate only if you control a Forest or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wistfulness (3)(G/U)(G/U)

Creature -- Elemental Incarnation

When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.
When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.
Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elemental Incarnation

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Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

6/5

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When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.
Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Cover-Up (3)(B)(B)

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat (1)(B)

Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat (1)(B)

Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emeritus of Ideation {3}{U}{U}

Creature -- Human Wizard

Flying, ward {2}
This creature enters prepared.
Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared.

[sideboard]

5/5

- - - OTHER FACE - - -

Ancestral Recall {U}

Instant

Target player draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Vacuum {1}

Artifact

{T}: Exile target card from a graveyard.
{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guerrilla Gorilla {1}{G}

Creature -- Ape Soldier Hero

Reach
Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

M.O.D.O.K. {3}{B}{B}

Legendary Artifact Creature -- Villain

Flying, lifelink
Mental Organism -- Pay 3 life: M.O.D.O.K. connives. Activate only during your turn. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)
Designed Only for Killing -- Creatures your opponents control get -1/-1.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Professor Dellian Fel {2}{B}{G}

Legendary Planeswalker -- Dellian

[+2]: You gain 3 life.
[0]: You draw a card and lose 1 life.
[-3]: Destroy target creature.
[-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphinx of False Conclusions {2}{U}{U}

Creature -- Sphinx Illusion

Flash
Flying
Whenever this creature attacks, draw a card, then discard a card.
When this creature dies, if it isn't a token, create a token that's a copy of it.

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - whiteknight019 - Sultai Reanimator (???3 / Standard Cup 3) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Strategic Betrayal 1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal 1B

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witherbloom Charm BG

Instant

Choose one --
* You may sacrifice a permanent. If you do, draw two cards.
* You gain 5 life.
* Destroy target nonland permanent with mana value 2 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - whiteknight019 - Sultai Reanimator (???3 / Standard Cup 3) sheet 10/10 - 3 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.