

③

{T}: Add {W}, {B}, or {G}.
{W}{B}{G}, {T}, Sacrifice this
artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Landfall -- Whenever a land you control enters, you may pay {2}{R}. If you do, create a 3/1 red Elemental creature token with trample and haste. Exile that token at the beginning of the next end step.

2/1

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Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {G} or {W}.

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(B)

As an additional cost to cast this spell, sacrifice a creature.
Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Return target nonland permanent to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disperse 1 U Instant Return target nonland permanent to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Visionary 1 G Creature -- Elf Shaman When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Visionary 1 G Creature -- Elf Shaman When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enthralling Victor 3 R Creature -- Human Warrior When this creature enters, gain control of target creature an opponent controls with power 2 or less until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and {T} this turn.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Enthralling Victor 3 R Creature -- Human Warrior When this creature enters, gain control of target creature an opponent controls with power 2 or less until end of turn. Untap that creature. It gains haste until end of turn. (It can attack and {T} this turn.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fertile Thicket Land This land enters tapped. When this land enters, you may look at the top five cards of your library. If you do, reveal up to one basic land card from among them, then put that card on top of your library and the rest on the bottom in any order. {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flameshadow Conjuring 3 R Enchantment Whenever a nontoken creature you control enters, you may pay {R}. If you do, create a token that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Force Away 1 U Instant Return target creature to its owner's hand. Ferocious -- If you control a creature with power 4 or greater, you may draw a card. If you do, discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force Away 1 U Instant Return target creature to its owner's hand. Ferocious -- If you control a creature with power 4 or greater, you may draw a card. If you do, discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frontier Bivouac Land This land enters tapped. {T}: Add {G}, {U}, or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Grovetender Druids 2 G W Creature -- Elf Druid Ally Rally -- Whenever this creature or another Ally you control enters, you may pay {1}. If you do, create a 1/1 green Plant creature token. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Void 3 U Sorcery Return up to two target creatures to their owners' hands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iroas's Champion 1 R W Creature -- Human Soldier Double strike (This creature deals both first-strike and regular combat damage.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iroas's Champion 1 R W Creature -- Human Soldier Double strike (This creature deals both first-strike and regular combat damage.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Snyt - 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 3/9 - 8 cards - 2.5 x 3.5 in each

Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jeskai Banner

③

Artifact

{T}: Add {U}, {R}, or {W}.
{U}{R}{W}, {T}, Sacrifice this
artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jhessian Thief

2 U

Creature -- Human Rogue

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever this creature deals combat damage to a player, draw a card.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jhessian Thief

② ③

Creature -- Human Rogue

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever this creature deals combat damage to a player, draw a card.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jungle Hollow

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Looming Spires

Land

This land enters tapped.
When this land enters, target creature gets +1/+1 and gains first strike until end of turn.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mardu Banner

③

Artifact

{T}: Add {R}, {W}, or {B}.
 {R}{W}{B}, {T}, Sacrifice this
 artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murder Investigation 1 W Enchantment -- Aura Enchant creature you control When enchanted creature dies, create X 1/1 white Soldier creature tokens, where X is its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystic Monastery Land This land enters tapped. {T}: Add {U}, {R}, or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nomad Outpost Land This land enters tapped. {T}: Add {R}, {W}, or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Opulent Palace Land This land enters tapped. {T}: Add {B}, {G}, or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pilgrim's Eye 3 Artifact Creature -- Thopter Flying When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/1	Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prairie Stream Land -- Plains Island {T}: Add {W} or {U}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rugged Highlands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandsteppe Citadel Land This land enters tapped. {T}: Add {W}, {B}, or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sandsteppe Outcast (2)(W) Creature -- Human Warrior When this creature enters, choose one -- * Put a +1/+1 counter on this creature. * Create a 1/1 white Spirit creature token with flying. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sandsteppe Outcast (2)(W) Creature -- Human Warrior When this creature enters, choose one -- * Put a +1/+1 counter on this creature. * Create a 1/1 white Spirit creature token with flying. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sandsteppe Outcast (2)(W) Creature -- Human Warrior When this creature enters, choose one -- * Put a +1/+1 counter on this creature. * Create a 1/1 white Spirit creature token with flying. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seek the Wilds (1)(G) Sorcery 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 any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Separatist Voidmage (3)(U) Creature -- Human Wizard When this creature enters, you may return target creature to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Separatist Voidmage (3)(U) Creature -- Human Wizard When this creature enters, you may return target creature to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sigiled Starfish 1 U Creature -- Starfish {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sigiled Starfish 1 U Creature -- Starfish {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sultai Banner 3 Artifact {T}: Add {B}, {G}, or {U}. {B}{G}{U}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swiftwater Cliffs Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Banner 3 Artifact {T}: Add {G}, {U}, or {R}. {G}{U}{R}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Timely Hordemate 3 W Creature -- Human Warrior Raid -- When this creature enters, if you attacked this turn, return target creature card with mana value 2 or less from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Timely Hordemate (3)(W) Creature -- Human Warrior Raid -- When this creature enters, if you attacked this turn, return target creature card with mana value 2 or less from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valor in Akros (3)(W) Enchantment Whenever a creature you control enters, creatures you control get +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voracious Null (2)(B) Creature -- Zombie {1}{B}, Sacrifice another creature: Put two +1/+1 counters on this creature. Activate only as a sorcery. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wave-Wing Elemental (5)(U) Creature -- Elemental Flying Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weave Fate (3)(U) Instant Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Write into Being (2)(U) Sorcery Look at the top two cards of your library. Manifest one of those cards, then put the other on the top or bottom of your library. (To manifest a card, 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.

[sideboard]

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When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Return target nonland permanent to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Return target creature to its owner's hand.

Ferocious -- If you control a creature with power 4 or greater, you may draw a card. If you do, discard a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Return up to two target creatures to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

When this creature enters, you may return target creature to its owner's hand.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev