

Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Canopy Vista Land -- Forest Plains {T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Catacomb Sifter 1B6 Creature -- Eldrazi Drone Devoid (This card has no color.) When this creature enters, create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." Whenever another creature you control dies, scry 1. (Look at the top card of your library. You may put that card on the bottom.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Catacomb Sifter 1B6 Creature -- Eldrazi Drone Devoid (This card has no color.) When this creature enters, create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." Whenever another creature you control dies, scry 1. (Look at the top card of your library. You may put that card on the bottom.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Collected Company 3 6 Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company 3 6 Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company 3 6 Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fleshbag Marauder 2 B Creature -- Zombie Warrior When this creature enters, each player sacrifices a creature of their choice. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Haruspex Creature -- Human Wizard Morph {B} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) Whenever another nontoken creature you control dies, draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Haruspex Creature -- Human Wizard Morph {B} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) Whenever another nontoken creature you control dies, draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Haruspex Creature -- Human Wizard Morph {B} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) Whenever another nontoken creature you control dies, draw a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Shark_Ippei - 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;
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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

Jace, Vryn's Prodigy 1 U Legendary Creature -- Human Wizard {T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control. 0/2 ----- BACK FACE Jace, Telepath Unbound Legendary Planeswalker -- Jace [+1]: Up to one target creature gets -2/-0 until your next turn. [-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead. [-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kalastria Healer 1 B Creature -- Vampire Cleric Ally Rally -- Whenever this creature or another Ally you control enters, each opponent loses 1 life and you gain 1 life. 1/2 ----- BACK FACE PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kalastria Healer 1 B Creature -- Vampire Cleric Ally Rally -- Whenever this creature or another Ally you control enters, each opponent loses 1 life and you gain 1 life. 1/2 ----- BACK FACE PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, Heretical Healer 1 B B Legendary Creature -- Human Cleric Lifelink Whenever another nontoken creature you control dies, exile Liliana, Heretical Healer, then return her to the battlefield transformed under her owner's control. If you do, create a 2/2 black Zombie creature token. 2/3 ----- BACK FACE Liliana, Defiant Necromancer Legendary Planeswalker -- Liliana [+2]: Each player discards a card. [-X]: Return target nonlegendary creature card with mana value X from your graveyard to the battlefield. [-8]: You get an emblem with "Whenever a creature dies, return it to the battlefield under your control at the beginning of the next end step." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Nantuko Husk

2 B

Creature -- Zombie Insect

Sacrifice a creature: This creature gets +2/+2 until end of turn.

2/2

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Nantuko Husk

2 B

Creature -- Zombie Insect

Sacrifice a creature: This creature gets +2/+2 until end of turn.

2/2

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

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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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 PLAYbotbox.dev	Rally the Ancestors [X][W][W] Instant Return each creature card with mana value X or less from your graveyard to the battlefield. Exile those creatures at the beginning of your next upkeep. Exile Rally the Ancestors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rally the Ancestors [X][W][W] Instant Return each creature card with mana value X or less from your graveyard to the battlefield. Exile those creatures at the beginning of your next upkeep. Exile Rally the Ancestors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rally the Ancestors [X][W][W] Instant Return each creature card with mana value X or less from your graveyard to the battlefield. Exile those creatures at the beginning of your next upkeep. Exile Rally the Ancestors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sidisi's Faithful Creature -- Snake Wizard Exploit (When this creature enters, you may sacrifice a creature.) When this creature exploits a creature, return target creature to its owner's hand. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sidisi's Faithful Creature -- Snake Wizard Exploit (When this creature enters, you may sacrifice a creature.) When this creature exploits a creature, return target creature to its owner's hand. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Hollow Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Hollow Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Zulaport Cutthroat 1 B Creature -- Human Rogue Ally Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zulaport Cutthroat 1 B Creature -- Human Rogue Ally Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zulaport Cutthroat 1 B Creature -- Human Rogue Ally Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zulaport Cutthroat 1 B Creature -- Human Rogue Ally Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arashin Cleric 1 W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arashin Cleric 1 W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arashin Cleric 1 W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arashin Cleric 1 W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Infinite Obliteration 1B B Sorcery Choose a creature card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murderous Cut 4 B Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murderous Cut 4 B Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murderous Cut 4 B Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Destroy target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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